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99p

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ROM – Yum!



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Amstrad CPC,
Atari ST and
Spectrum

No 2 September 1990
A Database Publication



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Subbuteo sets
for lucky readers
GOTO 43



Meet the world's
first Heliturtle
GOTO 35



Exposed! What goes
on inside your
computer!
GOTO 24

Well, you asked for it! This month we're including programs suitable for a much wider range of computers than in our first issue. That's because so many of you wrote to us asking us to do this.

Let's Compute! is here to give you what YOU want. If there's anything YOU would like to see in future issues please write and tell us.

Our address is below. And we're all waiting to hear from you!



Go loopy in
The Gadget Shop
GOTO 14



Make me -
and eat me!
GOTO 6

It's a Knockout!
Chart your team's
progress
GOTO 18

Basic fun with
Ram and Rom
GOTO 11



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Your Safe Scientist program is very useful. We were talking about molecules in Science recently, so already know a bit about them. But seeing the smoke particle being pushed around the screen would sort of help people believe that the molecules ARE moving all the time.

It might actually be interesting to have the molecules visible on the screen, but in a totally different colour to the smoke particle so it's easy to tell them apart.

However I suppose the program would be a bit too long then.

— Annette Knight (age 11),
Lincoln

The program is intended to simulate the real experiment and you can't see the real molecules in that.

Notice

If you have any tips for other readers, send them in. If you have any questions about your micro or software just ask us. We'll try to answer them on the Noticeboard.

Let us know what you want to see in future issues. And if we use your letter or ideas we'll send you a *Let's Compute!* baseball hat!



Send your letters to *Let's Compute!* Europa House, Adlington Park, Macclesfield SK10 4NP. Remember to tell us your age.

I got the first issue of *Let's Compute!* today. It's brilliant! I read all about it in *Electron User* and went charging around everywhere looking for it.

I would like to see a hints and cheats column with passwords to games. I think your magazine is totally brilliant.

— Benjamin Garton (age 11), Loughborough,
Leicestershire.

Thanks for the compliments. We're looking into the possibility of a cheats column. But in the meantime does anyone have any we could pin to the noticeboard?

Let's Compute! is absolutely brilliant, fab, mega, cool and trendy! Turtle Tune Time was a good idea — it's always fun to make music on a computer. However the REM lines in the program listing are TOTALLY unnecessary.

Everyone I know who knows anything about REM lines just skips them. But for the people who don't, it's a waste of time typing them in.

I know — I used to do the same thing until someone told me that REM lines were useless!

You do the same thing with the typing program. Cutting the REM lines would make it three lines shorter.

Why do all the programs have to have REMs at the beginning? Is there a real reason for it? Please tell me!

— Lesley Underwood (age 11),
Manchester

You're quite right. However, all good programmers put REMs at the start of their programs to let everyone know what they're about. But did you know that REMs can be made to do something? Try typing in and RUNNING this silly example on a BBC Micro:

```
10?(PAGE+19)=&F1
20REM"Who said REM did nothing?"
30?(PAGE+19)=&F4
```

These handsome certificates are now on their way to all those readers who entered our Alphabet Artist contest. There's more about it on Page 9.



Valiant Roamer Contest Results

From the hundreds of correct entries to the competition in our preview issue the following five are the lucky winners:

D. Galpin (age 15), Combe Down, Avon.
C. Cowley (age 7), Allesley Park, Coventry.
T. Batchelor (age 10) Leeds.
J. Brunning (age 9) Abington, Cambridge.
G. Plant (age 32), Billingham, Cleveland.



board

I've been trying out the programs that come on the BBC Micro disc with the *Let's Compute!* Club Pack, and I think they're great.

I like Sea Wolf. I found it a sort of upside-down Space Invaders! Bird Basher is really brill. After I'd tested it out I played it for ages just for fun. I got a great high-score of 301,500!!!

I enjoyed playing Key Man as well. But I have one small query – why are the 'pineapples' RED? I've heard of red cabbage and blood oranges, but PINEAPPLES? No way!

Roobix Clock is quite fun too, but I'm useless at Rubik's Clock, Rubik's Cube and Rubik's Magic.

The Wordsquare Unscrambler is a good idea. It's also something that everyone can use. But it's just a LITTLE bit cheating, isn't it? Like my crossword dictionary.

Bones is really brilliant! My sister and I watched it three times in a row, we liked it so much. Who on earth did that program? Please tell whoever it is that I think they must be incredibly clever to do something like that on the computer!

– John Wright (age 12),
Northumberland.

The 'incredibly clever' person who created Bones is none other than *Let's Compute!* ace cartoonist Mike Goldberg. He's obviously a man of many talents!

I bought *Let's Compute!* not realising it was not for my Sinclair Spectrum.

I found it very interesting, but was disappointed because I couldn't type in the programs as they were for the BBC Micro, Electron and Archimedes.

So could you please do some of your future programs in Spectrum lingo?

– D. J. Perry,
Avon.

We've been swamped by requests to make *Let's Compute!* programs work on different micros.

So from now on, where possible, we'll include conversions for the Spectrum, Commodore 64/128, Amstrad CPC, Atari ST using STOS and Amiga using AMOS.

Many of the BBC Basic programs will work on the PC if you use an emulator.

STOS and AMOS are available from Database Software, Europa House, Adlington Park, Macclesfield SK10 4NP.

PC owners can obtain copies of B Basic from Border Computing, Greenbank, Dog Kennel Lane, Bucknell, Shropshire SY7 0AX for £85.

I Love the Computer Critters. They look really sweet. In case I don't win one in the competition, can you tell me how I can buy one?

– Henry Woodley (age 13),
Brighton.

We've had lots of letters like this. Yes, you can buy a Computer Critter – see Page 23.

I have found an answer to your typewriter puzzle. Here is the listing:

```
10 INPUT""AS
20 VDU2
30 PRINT AS
40 VDU3
50 RUN
```

This is written for the BBC Micro.

– Matthew Jack (age 8), Farnham,
Hants.

Well done Matthew! In the preview issue of *Let's Compute!* we gave this challenge: How do you use the Delete key while using your micro as a typewriter?

Matthew's was the first correct answer we received.

I thank you very much for getting a computer comic on the market. It is just what I've been waiting for.

It will teach better Basic without the boredom. I think it is a fab idea that you are going to cover Logo because it helps you with your maths. I have already done a reasonable amount at school.

I am really looking forward to the next issue of *Let's Compute!*

The main point that I am going to make is about the challenge you set in the preview issue. It was to try and get the Delete button to work on the Typewriter program. It already works! So what was the point of the challenge?

Another thing I'd like to see is more games reviews on recent releases. It might even cheer up Rom.

– Nigel Collins (age 12), Richmond,
North Yorks.

The Delete button worked with the text on the screen – but not with what was printed out. The challenge was to make it work in both places.

This program will show you the exact quantity of ingredients you need to make any number of Gingerbread Roms. Type it into your computer and RUN it. You will be asked how many Roms you would like to make. Key in the number – and away you go!

```

10 LET t$="Gingerbread Roms"
20 REM (c) Let's Compute!
30 READ q,i
40 DIM h(i),u$(i),o$(i)
50 FOR l=1 TO i:READ h(l),a$,b$:LET u
$(l)=a$:LET o$(l)=b$:NEXT
60 PRINT:PRINT t$:PRINT:PRINT "How ma
ny ";t$;" do you want to make";
70 INPUT " "m
80 PRINT:PRINT "You will need:-"
90 PRINT:LET t=m/q:FOR l=1 TO i
100 GOSUB 130:PRINT CHR$(32);IF (h(l)
*t)<1 THEN PRINT "of a ";
110 PRINT u$(l);IF (h(l)*t)>1 THEN PR
INT "s";
120 PRINT " of ";o$(l):NEXT:END
130 IF u$(l)="teaspoon" THEN GOSUB 170
:RETURN
140 IF u$(l)="tablespoon" THEN GOSUB 1
70:RETURN
150 IF u$(l)="gram" THEN LET z=10:GOSU
B 280:RETURN
160 PRINT h(l)*t;:RETURN
170 LET r=INT (h(l)*t):LET f=(h(l)*t)-
r
180 IF f>.875 THEN PRINT;r+1;:RETURN
190 IF r<0 THEN PRINT ;r;
200 IF f<.125 AND r<1 THEN PRINT ;r;:R
ETURN
210 IF f<.125 THEN RETURN
220 IF f<.375 AND r<1 THEN PRINT ;"Qua
rter";:RETURN
230 IF f<.375 THEN PRINT ;" and a quar
ter";:RETURN
240 IF f<.625 AND r<1 THEN PRINT ;"Hal
f";:RETURN
250 IF f<.625 THEN PRINT ;" and a half
";:RETURN
260 r<1 THEN PRINT ;"Three quarters";:
RETURN
270 PRINT ;" and three quarters";:RETU
RN
280 LET v=INT (((h(l)*t)+5)/10):PRINT
;v*z;:RETURN
290 DATA 12,6
300 DATA 162,"gram","self raising flou
r",1,"teaspoon","ground ginger"
310 DATA 1,"teaspoon","bicarbonate of
soda",40,"gram","granulated sugar",50,"g
ram","margarine",2,"tablespoon","golden
syrup"

```

Electron/BBC/Archimedes and CPC owners

The program will work as shown.

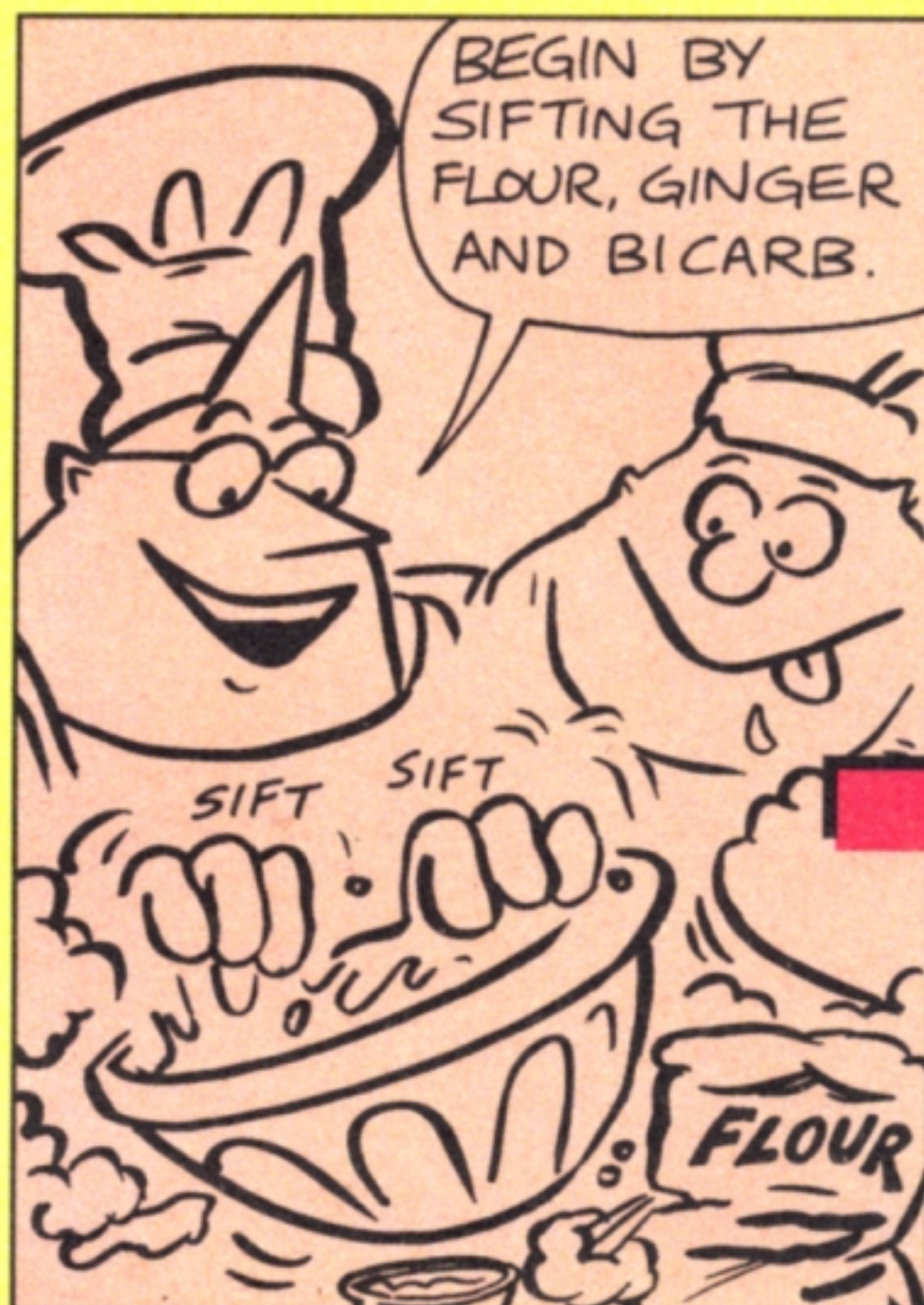
Commodore 64/128 owners

Enter the program in capitals.

Spectrum owners

Use GO SUB instead of GOSUB

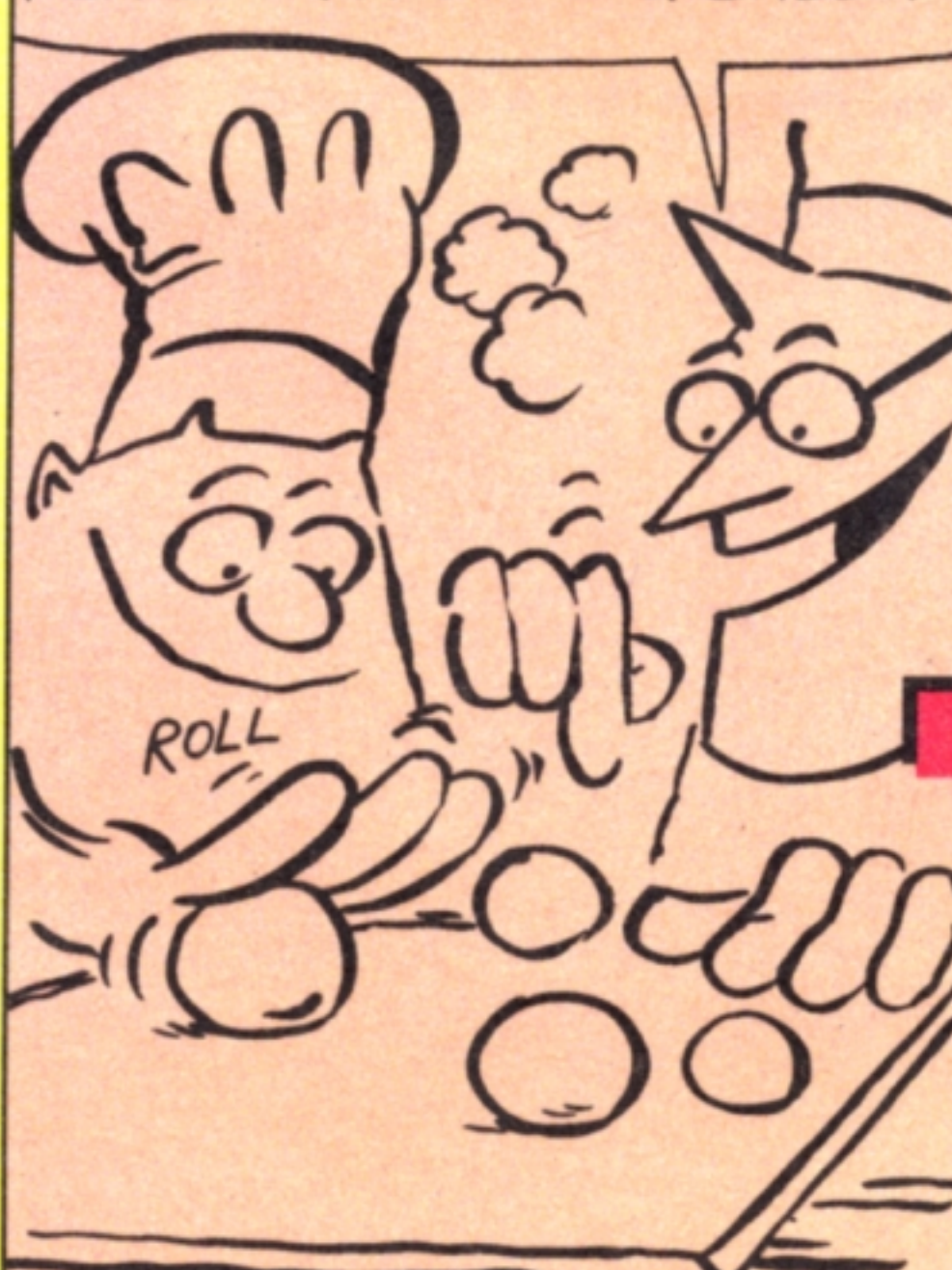
KOMPUTER



ADD SUGAR, THEN LIGHTLY RUB IN THE MARGARINE UNTIL THE MIXTURE'S CRUMBLY. NEXT ADD THE SYRUP AND MIX TO FORM A STIFF PASTE



NOW, DIVIDE THE MIXTURE INTO SMALLER PIECES AND ROLL INTO BALLS – THEN PLACE ON A BAKING SHEET...



... LEAVING PLENTY OF ROOM BETWEEN THEM BECAUSE THEY SPREAD OUT WHILE COOKING.

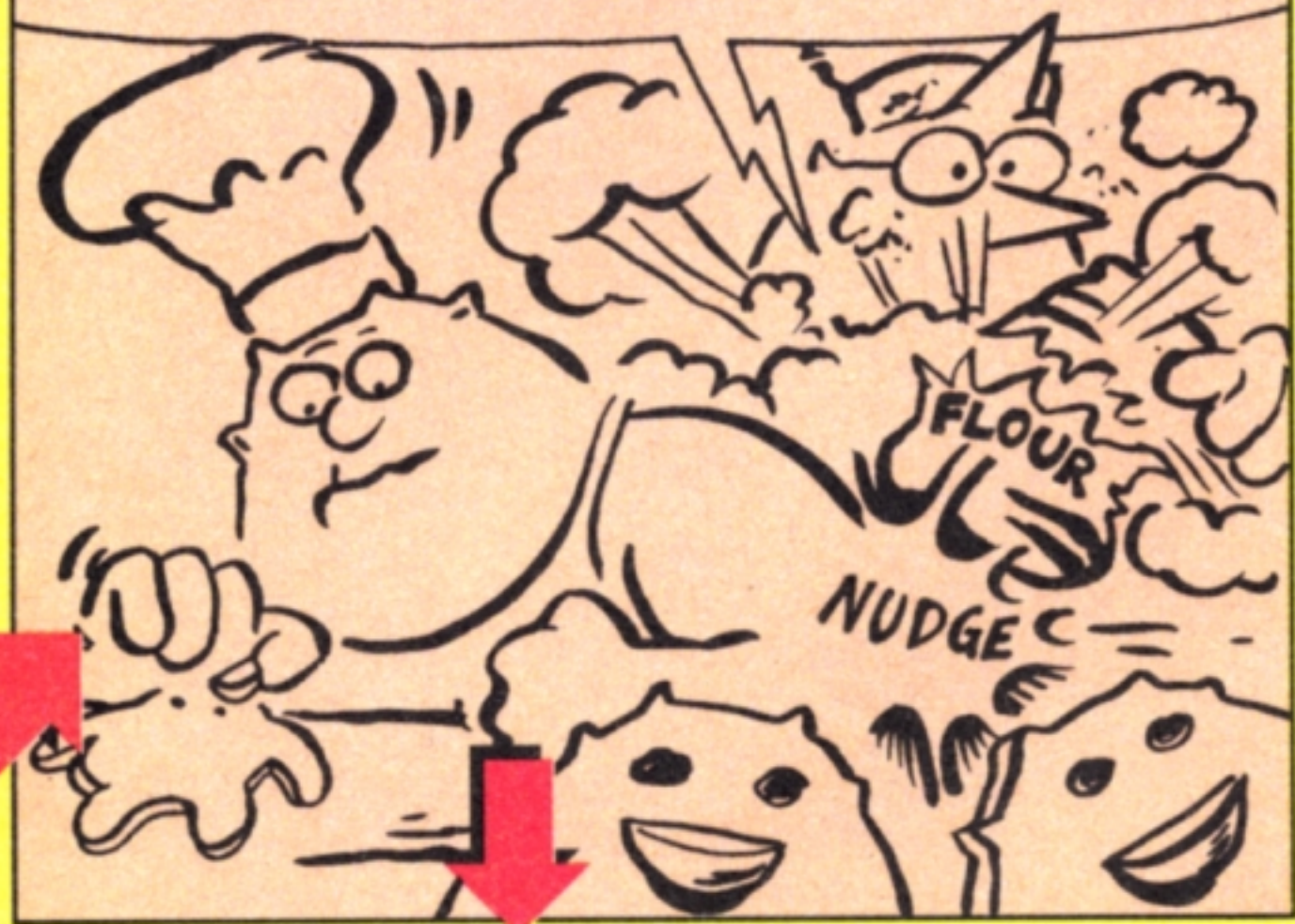
SIMPLY FLATTEN THE BALLS WITH THE BACK OF A SPOON – THEN SHAPE THEM LIKE ROM



KITCHEN

MAKE YOUR
OWN
GINGERBREAD
ROMS!

USE CURRANTS FOR EYES AND SLICE
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THEN HALF AGAIN TO MAKE THE MOUTH.



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-AND STORE IN AN AIRTIGHT TIN.



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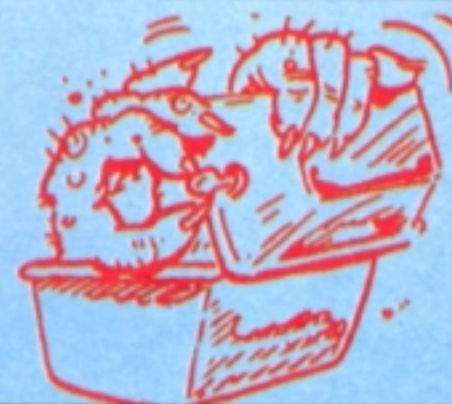
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The search continues for Britain's top...

ALPHABET

Artist

Last month, JANET McKNIGHT launched the Let's Compute! Alphabet Artist contest. Entries are already pouring in – a selection are shown here.

If you haven't sent in yours, start designing now. It's amazing what you can draw using just the letters on your keyboard. Don't worry if you're not good at art. What we're interested in are novel and unusual ways of using the computer's keys to create pictures.

We've plenty of super prizes to give away – and there's even an impressive certificate for EVERYONE who enters.

Just save your picture on disc or tape and send it in – with a printout if possible. Make sure you include the entry form, or a copy of it.

If you want us to send the certificate, as well as return your tape or disc, don't forget to include a stamped addressed envelope.

WHAT YOU CAN WIN

Every month the sponsor of this great competition, Impact Software, will present FIVE copies of its popular drawing package – Art Studio.

With it you can move from the world of alphabet art into the dizzy world of computer graphics.

PLUS lots more prizes! For the best entry received before November 30 there will be an extra gift from Impact – a voucher worth £50 you can spend as you wish. And there will be TWENTY more vouchers worth £5 each for the next 20 best.

AND £100 FOR YOUR SCHOOL

Impact is also presenting £100 for the best picture we receive that has a school name and teacher's signature on the entry form.

(Please note that you do not need to complete the school section of the coupon if you do not think it applies to you.)

SEND THIS COUPON WITH YOUR ENTRY

I would like to enter the Alphabet Artist contest

Name.....

Address.....

.....

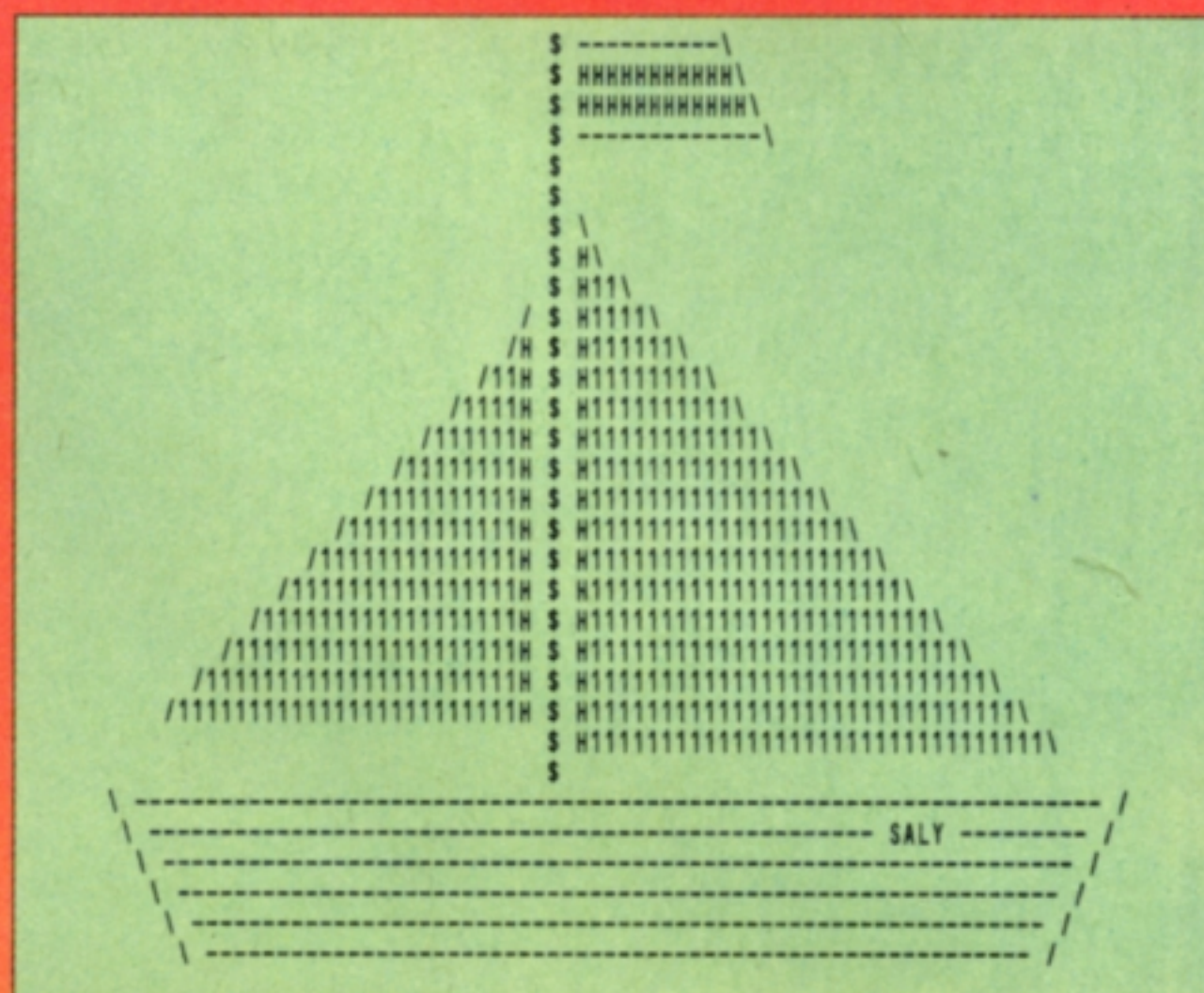
Post code.....Age.....

Please complete this section should you wish your school to benefit from our top winner's prize each month.

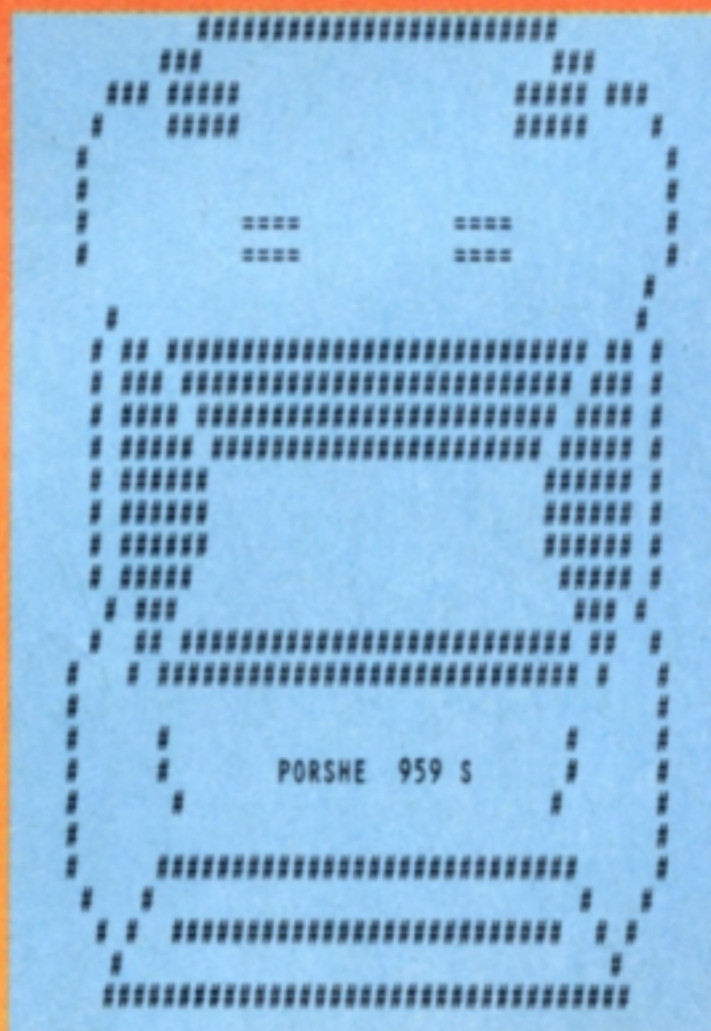
My school is

Signature of teacher.....

POST TO: Alphabet Artist, Let's Compute!, Europa House, Adlington Park, Macclesfield SK10 4NP



Boat – Robert Slack, Grovehill, Hemel Hempstead.



Porsche – Paul Louth, Sfinfin, Derbyshire.



Clown – Sean Cardus, Runcorn, Cheshire.

Watch out for all the winners' names in Let's Compute!

THE PROGRAM DOCTOR

The top program on the right is intended to print a child's score in a test when a name is typed into your computer. It works, but Doc has diagnosed several faults. The main ones are:

- Each PRINT has almost the same text - one would be enough.
- The program doesn't tell you if a child's name isn't found.
- It would be a very long program if you wanted to increase the number of names to, say, 100.
- Last but not least, it just keeps on going. And apart from pressing Escape or Break, there's no way of stopping it.

There's ALWAYS a better way of doing things - and here's another rather tatty program that was just crying out for the treatment. So we passed it to our resident medic for a little life-saving surgery

The middle program cures the first of these ailments by setting up a variable called score to the right number once the child's name is discovered in the list. Then Line 140 prints the message score with the right name and score.

But what if the name typed in isn't included in the list? That's no problem - two lines are added to the program to check whether the name has been found. They are:

```
15 s=999
135 IF s=999 THEN PRINT n$;" isn't in my list":GOTO 150
```

Line 15 sets score to 999 - a value that can never really exist. Then, if it hasn't been changed by the time the program reaches Line 150 it means that no real score has been found. An appropriate message is then printed.

The problem of adding more names easily is cured by the bottom program of the three. Type it in and try it now.

You can easily add lots more names by putting more DATA lines at the end of the program. If you do you must change Line 200 to say how many lines there are. The final problem that the Doc found on his first examination is simply cured by changing Line 150:

```
150 IF n$<>"NONE" THEN GOTO 10
```

When you want to leave the program you just type NONE when you are asked for a name.

So that's all Doc has time for at the moment. But his operations have introduced another small fault into the program.

You'll find that if you ask for CARL's score it won't be found if you use capital letters.

If you can cure this fault - or diagnose and cure any others - please let the the Program Doctor know.

```
10 INPUT "Whose score do you want to find";
n$
20 IF n$="Michael" THEN PRINT "Michael scored 12 out of 15"
30 IF n$="John" THEN PRINT "John scored 11 out of 15"
40 IF n$="Chris" THEN PRINT "Chris scored 12 out of 15"
50 IF n$="Robert" THEN PRINT "Robert scored 10 out of 15"
60 IF n$="Samantha" THEN PRINT "Samantha scored 14 out of 15"
70 IF n$="Mark" THEN PRINT "Mark scored 9 out of 15"
80 IF n$="Angela" THEN PRINT "Angela scored 13 out of 15"
90 IF n$="Edwin" THEN PRINT "Edwin scored 8 out of 15"
100 IF n$="Carl" THEN PRINT "Carl scored 1 out of 15"
110 IF n$="Helen" THEN PRINT "Helen scored 12 out of 15"
120 IF n$="Sebastian" THEN PRINT "Sebastian scored 12 out of 15"
130 IF n$="Howard" THEN PRINT "Howard scored 14 out of 15"
140 GOTO 10
```

The original program

```
10 INPUT "Whose score do you want to find";
n$
20 IF n$="Michael" THEN s=12
30 IF n$="John" THEN s=11
40 IF n$="Chris" THEN s=12
50 IF n$="Robert" THEN s=10
60 IF n$="Samantha" THEN s=14
70 IF n$="Mark" THEN s=9
80 IF n$="Angela" THEN s=13
90 IF n$="Edwin" THEN s=8
100 IF n$="Carl" THEN s=1
110 IF n$="Helen" THEN s=12
120 IF n$="Sebastian" THEN s=12
130 IF n$="Howard" THEN s=14
140 PRINT n$;" scored ";s;" out of 15"
150 GOTO 10
```

The Program Doc uses just one PRINT

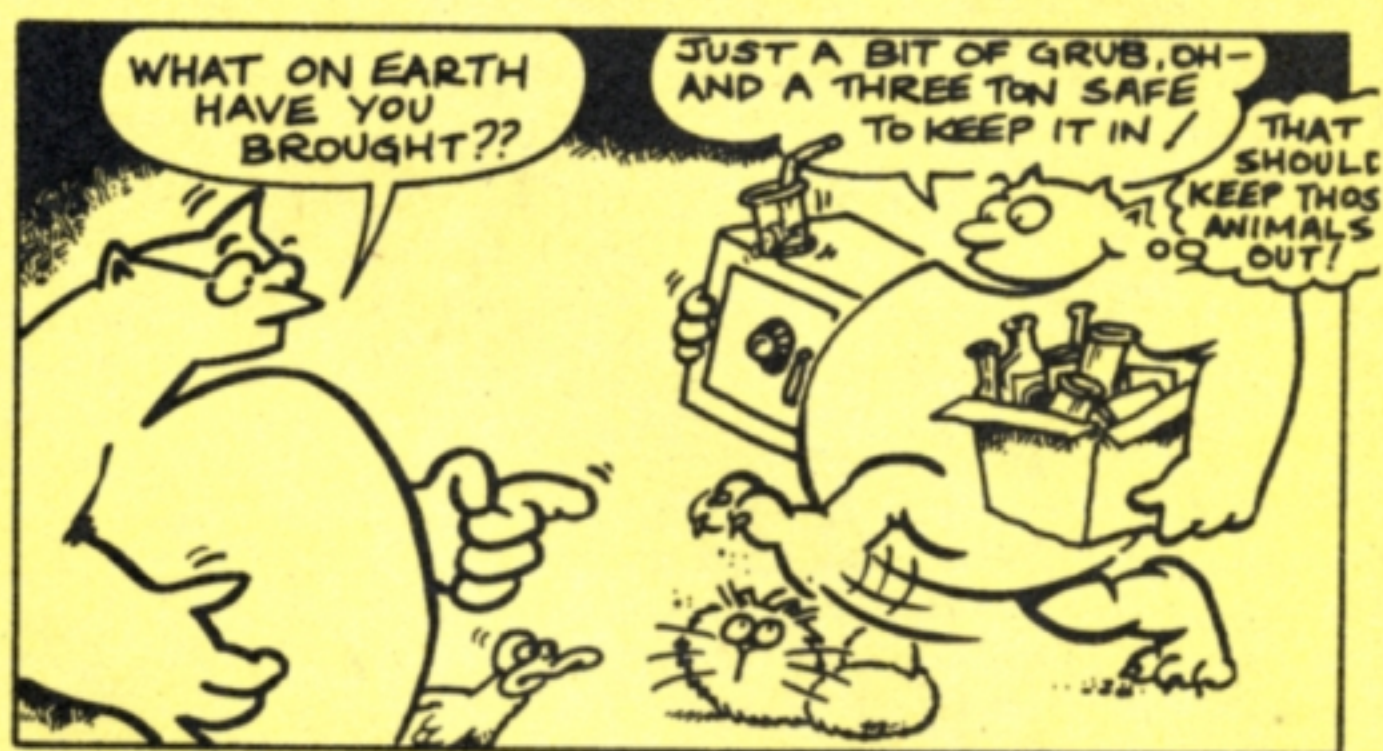
```
10 INPUT "Whose score do you want to find";
n$
15 s=999
20 RESTORE
30 READ kids
40 FOR l=1 TO kids
50 READ c$,n
60 IF n$=c$ THEN s=n
70 NEXT l
135 IF s=999 THEN PRINT n$;" isn't in my list":GOTO 150
140 PRINT n$;" scored ";s;" out of 15"
150 GOTO 10
200 DATA 12
210 DATA "Michael",12,"John",11
220 DATA "Chris",12,"Robert",10
230 DATA "Samantha",14,"Mark",9
240 DATA "Angela",13,"Edwin",8
250 DATA "Carl",1,"Helen",12
260 DATA "Sebastian",12,"Howard",14
```

The Doc's improved version

Changes for Spectrum Users

- Select 48k mode
- Use **GO TO** instead of **GOTO**
- Replace **THEN s=** with **THEN LET s=**

Do you think YOU'VE written a program that can't be improved?
Then send it along to the Program Doctor. He LOVES a challenge!



WELL, IF YOU'RE QUITE READY IT'S TIME TO LEARN TO WRITE A PROGRAM - JUST HAVE TWO CANS!



RIGHT. A PROGRAM CONSISTS OF A SERIES OF LINE NUMBERS AND INSTRUCTIONS. TRY THIS:



NOTHING'S HAPPENED.



TO GET THE MICRO TO EXECUTE A PROGRAM YOU TELL IT TO **RUN**. TYPE IN **RUN** AND PRESS RETURN



TRY A LONGER PROGRAM. THE MICRO EXECUTES EACH LINE IN TURN

```
>10 PRINT "RAM"
>20 PRINT "ROM"
>RUN
RAM
ROM
>-
```

WHY LINES 10, 20? WHY NOT LINES 1 AND 2?

BECAUSE IF YOU LEAVE GAPS OF 10 BETWEEN LINE NUMBERS YOU CAN THEN INSERT A LINE IF YOU'VE LEFT SOMETHING OUT

ADD EXTRA LINES 1-LIKE THIS

```
>5CLS
>10 PRINT "RAM";
>15 PRINT " IS CLEVER"
>20 PRINT "ROM";
>25 PRINT " IS THICK"
>30 PRINT "O.K.?"
>-
```

TYPE RUN AND PRESS RETURN

RAM IS CLEVER
ROM IS THICK
O.K.?

VERY FUNNY!
SO WHERE'S THE PROGRAM GONE?

AH! TO SEE YOUR PROGRAM TYPE **LIST** AND PRESS RETURN



THERE IT IS. NOW, IF YOU'VE TYPED IN A WRONG LINE, TO ERASE IT...

```
>LIST
5CLS
10 PRINT "RAM";
15 PRINT " IS CLEVER"
20 PRINT "ROM";
25 PRINT " IS THICK"
30 PRINT "O.K.?"
```

JUST TYPE IN THE LINE NUMBER AND PRESS RETURN

SLURP!

TYPE IN 15 AND PRESS RETURN. NOW **LIST** THE PROGRAM

```
>15
>LIST
5CLS
10 PRINT "RAM"
20 PRINT "ROM"
25F
```

YUP! IT'S GONE!

TALKING OF GETTING RID OF THINGS, TRY TYPING IN **NEW** AND PRESS RETURN. THEN TYPE IN **LIST** AND PRESS RETURN



TYPE IN **OLD** AND PRESS RETURN

THEN **LIST** THE PROGRAM

HEY, IT'S BACK!

```
>OLD
>LIST
5CLS
10 PRINT "RAM";
20 PRINT "ROM";
25 PRINT " IS THICK"
30 PRINT "O.K.?"
```

GOT IT? TYPE IN **NEW** TO START A FRESH PROGRAM, **OLD** IF YOU WANT IT BACK, BUT...

..WATCH OUT THOUGH, ONCE YOU'VE STARTED TYPING ANOTHER PROGRAM, EVEN TYPING **OLD** WON'T GET THE ORIGINAL ONE BACK!

WHILE WE'RE AT IT, TRY THIS: TYPE IN **NEW** AND PRESS RETURN THEN TYPE IN THIS

```
>NEW
>10CLS
>20 PRINT "ROM"
>30 GOTO 20
>-
```

NOW RUN IT

PANIC

WHAT'S GOTO?

GOTO IS A COMMAND FOLLOWED BY A LINE NUMBER. WHEN THE MICRO REACHES LINE 30 IT SEES **GOTO 20**. SO IT JUMPS BACK TO LINE 20 AND PERFORMS THAT INSTRUCTION AGAIN, AND AGAIN AND AGAIN...

IT'S NO USE! GET THE TNT!

YOUR JOKING!



NOTE: DON'T USE **GOTO** TOO MUCH. IT'S O.K. FOR SMALL PROGRAMS BUT IN LONG LISTINGS THE FLOW OF THE PROGRAM MAY BE OBSCURED

WHY'S THAT?

WELL, IT GET'S HARDER TO SEE WHAT YOUR PROGRAM IS DOING IF YOU ARE LEAPING FROM ONE END OF A PROGRAM TO ANOTHER IT CAN MAKE CORRECTING LISTINGS A NIGHTMARE!

HEY! HOW DO I GET OUT OF THIS TO GET MY LISTING BACK? IS IT **BREAK**?

NO, BETTER TO USE **ESCAPE**. THIS WILL INTERRUPT A PROGRAM FOR YOU TO **LIST**

PRESS **BREAK** AND YOU COULD LOSE A PROGRAM

BY THE WAY, IF YOU DO RUN OUT OF LINE NUMBERS USE **RENUMBER**

RENUMBER ON ITS OWN WILL START THE LISTING FROM LINE 10 AND EACH SUCCESSIVE LINE WILL INCREASE BY 10 YOU CAN SPECIFY THE LINE NUMBERS AND GAPS. TRY **RENUMBER 200,2** AND PRESS RETURN. NOW **LIST** IT. 200 IS THE START LINE AND 2 SPECIFIES GAPS OF 2

TELL YOU WHAT ROM, THIS MICRO CAN TELL YOU HOW CLEVER YOU ARE. TRY **RENUMBER 0,0**

>RENUMBER 0,0
Silly
>-

OH-HOW BORING! TIME FOR A DRINK

NOW FOR SOMETHING YOU'RE GONNA LIKE ROM... **VARIABLES AND INPUT** I MEAN, YOU'RE ALWAYS INPUTTING FOOD AND DRINK!

PUSH

ANY MORE WISE-CRACKS AND I'M OFF HOME!

WHAT'S A **VARIABLE** THEN?

VARIABLES STORE NUMBERS AND WORDS IN THE MICRO'S MEMORY AND YOU CAN KEEP USING THEM FOR CALCULATIONS AND THINGS.

TRY:

```
5 CLS
10 A=5
20 B=6
30 PRINT A*B
```

THE MICRO NOW KNOWS THAT IT HAS 5 STORED IN VARIABLE A AND 6 IN VARIABLE B. LINE 30 WILL PRINT THE CONTENTS OF A MULTIPLIED BY THE CONTENTS OF B

THEN...

WOT THE.

BOOM

IT'S JUST THOSE ANIMALS TRYING TO NICK MY STUFF! HA! SAFE'S TOO STRONG!

WHEN YOU'RE READY—DON'T USE BASIC COMMAND WORDS AS VARIABLE NAMES. THE MICRO WILL THINK YOU ARE GIVING IT A COMMAND. AND DON'T HAVE SPACES LIKE THIS

10 BOX 2=5

YES
A=23
BOX=1572
answer=BOX

NO
CLS=3
A BOX=75

COMMAND WORD
SPACE

TO ENTER INFORMATION INTO A MICRO, USE **INPUT** FOLLOWED BY A **VARIABLE**

EXAMPLES:

```
INPUT A
INPUT box1
INPUT answer
INPUT addnumber
INPUT X
INPUT total
```

TRY THIS LISTING TO MULTIPLY NUMBERS

```
10 CLS
20 PRINT "Give me a number"
30 INPUT num1
40 PRINT "Give me another"
50 INPUT num2
60 PRINT; num1; "x";
70 PRINT; num2; "=";
80 PRINT; num1 * num2
```

AND THIS TO CALCULATE YOUR AGE.

```
10 CLS
20 PRINT "YEAR BORN?"
30 INPUT born
40 now = 1990
50 age = now - born
60 PRINT "YOU ARE ";
70 PRINT; age
```

THE MICRO WAITS AT AN **INPUT** FOR YOU TO TYPE SOMETHING IN. IT THEN PUTS THE **VALUE** OF THE NUMBER YOU ENTER INTO THE **VARIABLE** YOU'VE CHOSEN.

YOU CAN ALTER THE VALUE OF A VARIABLE ANY TIME. FOR EXAMPLE:

```
10 age = 15
20 PRINT age
30 age = 22
40 PRINT age
```

YOU CAN ALTER THE VALUE OF A VARIABLE LIKE THIS

```
10 age = 15
20 PRINT age
30 age = age + 7
40 PRINT age
```

NOW TYPE IN **NEW** AND PRESS RETURN

RIGHT! NOW FOR **WORDS**. YOU CAN STORE THEM IN **STRING VARIABLES**. THEY HAVE A **\$** SIGN AFTER THEM. TRY:

```
10 A$ = "ROM"
20 PRINT A$
```

PUT "ROM" INTO A\$
PRINT CONTENTS OF A\$

TYPE IN. TYPE RUN AND PRESS RETURN

NOTE THAT THE WORD TO BE PLACED IN A **STRING VARIABLE** MUST BE IN BETWEEN QUOTATION MARKS

YOU MAY CALL THE **STRING VARIABLE** WHAT YOU LIKE (EXCEPT COMMAND WORDS LIKE **PRINT** **GET** ETC)

TRY:

```
10 name$ = "ROM"
20 fact$ = "is daft"
30 PRINT name$;
40 PRINT fact$
```

>RUN
ROM is daft
>-

STRING VARIABLES CAN BE ADDED TOGETHER TOO. SO, THE LAST EXAMPLE COULD BE:

```
10 name$ = "ROM"
20 fact$ = "is daft"
30 all$ = name$ + fact$
40 PRINT all$
```

I'M NOT DAFT—HUNGRY YES!

NOW LET'S COMBINE WHAT WE KNOW INTO A FUN PROGRAM. TRY:

```
10 PRINT "Hi! What's your name?"
20 INPUT name$
30 PRINT "Good morning "; name$
40 PRINT "How old are you?"
50 INPUT age
60 PRINT "So you're "; age; " then "; name$
70 PRINT "That's ROM'S I.Q. as well!"
```

TYPE IN THE ABOVE
TYPE IN **RUN**
PRESS RETURN



TO EMPTY A STRING VARIABLE IS EASY. IF YOU HAVE name\$="ROM" THEN DO THIS: name\$="" WITH NOTHING SEPARATING THE QUOTATION MARKS THIS WILL EMPTY THE VARIABLE name\$

NOW, TYPE IN NEW, PRESS RETURN AND TYPE IN:

```
10 PRINT "Who are you?"
20 INPUT name$
30 PRINT "Hi "; name$
```



I KEEP HAVING TO TYPE IN **RUN** TO REUSE THE PROGRAM. HOW CAN I KEEP IT GOING WITHOUT DOING THAT?



ADD LINES 40 TO 70

```
10 PRINT "Who are you?"
20 INPUT name$
30 PRINT "Hi "; name$
40 PRINT "Press a Key"
50 Key = GET
60 CLS
70 GOTO 10
```



A BIT LIKE INPUT THEN?

YES, EXCEPT WITH **GET** ONCE YOU'VE HIT A KEY THE MICRO CONTINUES WHEREAS **INPUT** WAITS FOR YOU TO PRESS RETURN

SO, I CAN ONLY ENTER ONE LETTER OR NUMBER WITH **GET**?

CORRECT! YOU'VE DONE WELL ROM — FOR AN IDIOT! YOU CAN FILL YOUR FACE NOW!

AT LAST! CHEERS RAM! — MEANIE!

NOT EVEN A BURN MARK!

TIME FOR A MEGA-FEAST!

I SHOULD BE SO LUCKY...



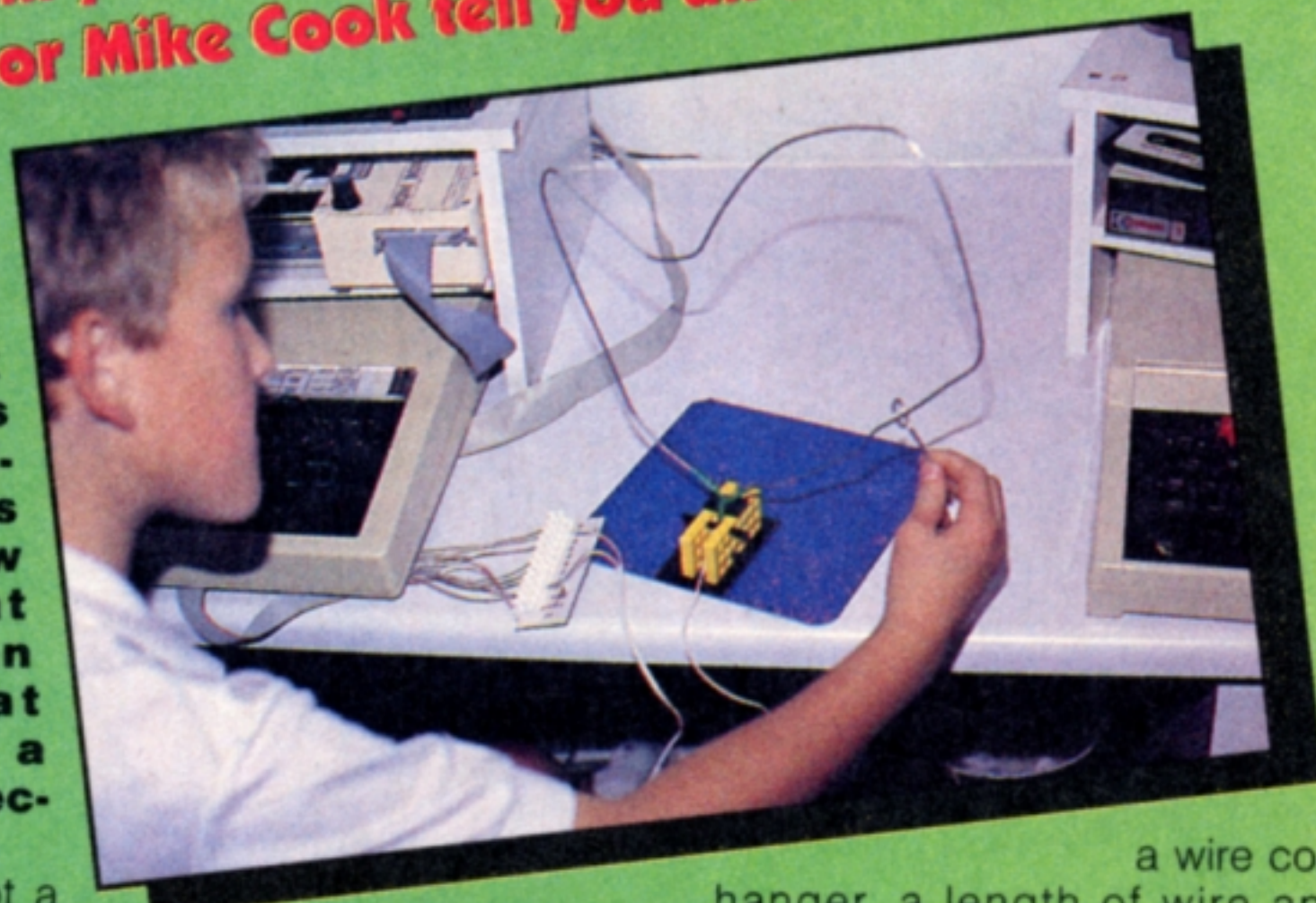
The program and computer terms used in this article relate to Acorn micros. Readers with an Amstrad CPC, Commodore 64/128, Spectrum, Atari ST or Amiga who order a Gadget Shop pack will be sent complete instructions appropriate to their machines.

Come into the Gadget Shop, the place where you'll find lots of exciting ways of using your micro to link up with outside world . . .
Building fun-to-use gadgets that work by remote control is easy. And safe. And they can't harm your micro! Let Gadget Shop proprietor Mike Cook tell you all about it

In the Gadget Shop last month we made a link that lets us connect a variety of gadgets to a micro. Now we'll use that link to turn an ordinary coat hanger into a challenging electronic game.

Think you've got a steady hand and nerves to match? Well try this! Build this month's project and find out how you compare with your friends. *But first get in a bit of practice!*

All you need is the connector strip described last month, two pieces off a chock block strip and a resistor (you'll find these in Gadget Shop Pack 1), plus



a wire coat hanger, a length of wire and some insulating tape. From these simple bits you can make a game where you have to thread a ring along a wavy piece of wire without the ring touching the wire.

It's easy enough to build but a darned sight harder than you think to play!

You've probably seen this type of game buzzing away at places like school fairs and could well be wondering exactly how

Technospeak . . .

Here's how the Steady Hands game works. You don't need to understand it to have a lot of fun out of it. But if you do you will find it easier to write your own unique program that goes much beyond what we are doing here.

When the loop is not touching the hanger it is connected to the 5 volt line through the resistor. We say this has a logic 1 on it. However when it does touch it is connected directly to earth and we say it has a logic zero on it.

So what we want to do with our program is to look at the User Port and make a beep if we see a logic 0 on the input. The micro sees the User Port as just another memory location. Each one has an address and at that address is stored a number.

In the case of the User Port this number will consist of the logic levels currently being fed into it.

To find out what is involved you need to use what is known as an indirection operator.

The one we need is shown by a question mark.

Whenever you see a ? in a program read it to yourself as if it says 'the contents of.'

So, ?&FFFF is read as *the contents of memory location &FFFF*. (The & shows that the address is in hexadecimal notation or number base 16.)

On the 8 bit BBC Micro and Master series the address of the User Port is &FE60.

So to read the logic levels on the User Port we need to have this line in our program:

`AX=?&FE60`

This should be read as *Let the variable A% equal the contents of memory location FE60*.

Now the value A% is made up from all the inputs on the User Port.

IN THE SHOP SOON: DIY BURGLER ALARMS ●

The software

Here's the simple routine that makes the micro beep every time loops touch:

```
10 REPEAT:PROCcheck:UNTIL FALSE
20 DEFPROCcheck
30 LET AX=?&FE60
40 AX= AX AND 1
50 IF AX=0 THEN VDU 7
60 ENDPROC
```

You can use PROCcheck in your own programs. If you're interested in exactly how the important bits of this work, it's all explained in the Technospeak panel.

a computer comes into it.

Well, instead of just getting the usual buzz each time the ring touches the wire, you can record the number of 'collisions' and the time taken to complete the game.

You can even connect up to eight loops to your micro and have a race with your friends.

Now let's get down to making the hardware. Start by using a pair of heavy pliers to cut the end off the coathanger at the point where it is twisted together. Then bind the end with tape up to the shoulder of the coat hanger.

Now take the hook you have just cut off and use it to make a small loop with a short handle. It's best to bend the wire with two pairs of pliers – one to hold it and the other to bend it. Remember to first fit it round the main wire of the coat hanger.

The final stage before we connect it to the computer is to bend the big wire into an interesting wavy shape.

Next, we need to join it to the Earth

As we've said, this is a very simple program. And that's where you come in.

Can you alter it to make a different sound? How about making the micro work out how long it takes to pass the hanger through the loop using the TIME variable? In short, this is your template program to modify and make your own.

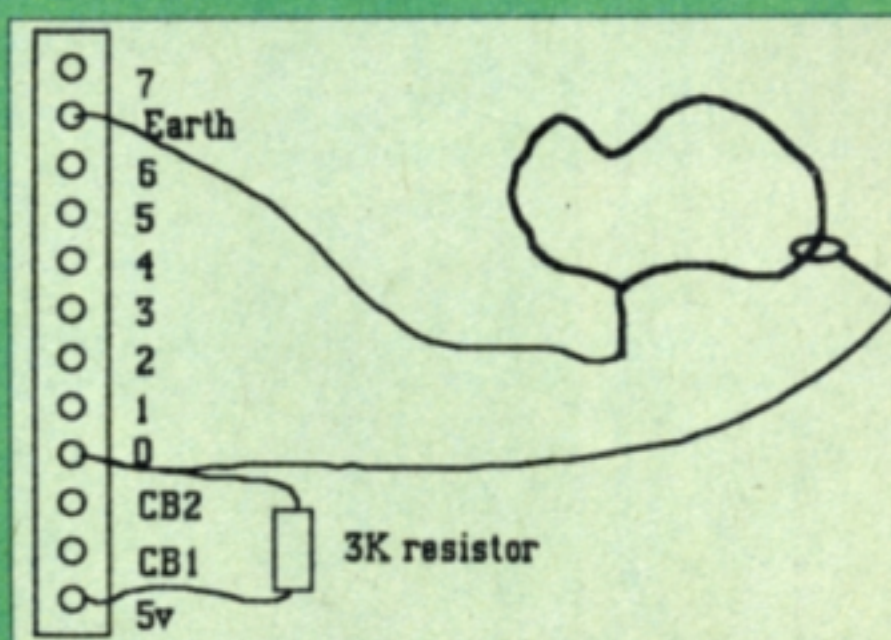
If you write a good one, send it to *Let's Compute!* We'll give super baseball caps for any we print.

terminal on the connector block.

The wire loop itself is joined to input No. 0. To do this first connect wires to the two separate parts of the coat hanger. You should use two screw connectors cut from a piece of the chock block.

Join the other ends of the wires to the connector as shown in the diagram below.

Finally, on the connector you should link a 3K resistor between input 0 and the 5v terminal. The resistor can be anything from 1K to about 47K.



Is this YOUR computer?

Archimedes and BBC A3000: You need an i/o podule. The program also needs to be changed – you can get at the User Port by using one of the operating system calls.

In this case replace Line 30 with the line:

```
SYS "OS Byte",150,&60 TO ,,AX
```

Note that the two commas after the TO are essential.

Electron: You need a Plus One and User Port expansion – available from Pres (0276 72046).

The game and program work as they are described above except

that the memory location which is accessed by the User Port is &FCB0. So wherever you see &FE60 in the text you use &FCB0

Spectrum: You need an interface 1 and the gadget connects to the joystick port*.

Amstrad CPC, Commodore 64/128, Amiga and ST: The gadget connects to the joystick port*.

* Full assembly instructions are in Gadget Shop Pack 1, and the short Basic routine to operate the gadget will be supplied when you order the pack.

We want to extract the information from just one bit – bit 0. To do this we use the AND operator like this:

```
AX = AX AND 1
```

This leaves the variable A% con-

taining just bit 0 from the User Port. So it will be equal to 1 if we have no contact with the loop and 0 if the loop is touching the hanger.

● Users of other micros: See panel above.

NEXT MONTH

Get ready for the dark nights – make a burglar alarm! All you need is the Gadget Shop connector and a few bits and pieces you can get from any good DIY store – or direct from The Gadget Shop itself.

Your burglar alarm kit has lots of other uses. The same techniques that we'll be describing can keep track of the positions of trains on a model railway or make a wide variety of electronic games.

We'll supply the basic ideas. You build on them to make the device you want.

GADGET SHOP ORDER FORM

Pack 1 – User Port connector cable

Contains all the bits you need to connect future Gadget Shop projects to the User Port – PLUS the extra parts required for next month's project. Show what you want by ticking the correct box below.

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Atari ST		9192		9193		9194
Amiga		9842		9843		9844
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*Includes original Small C code supplied at the cost of distribution.

WOW!

We're being invaded – by TURTLES!

In last month's *Let's Compute!* Mike Goldberg (right) issued a challenge. Britain's top turtle cartoonist asked YOU to design your own Supa TurboTurtle.

Hundreds of you took him at his word, and we've been flooded out by the creatures!

Some of them are printed here. But we've got time to wait until the closing date (August 31) before we can start judging.

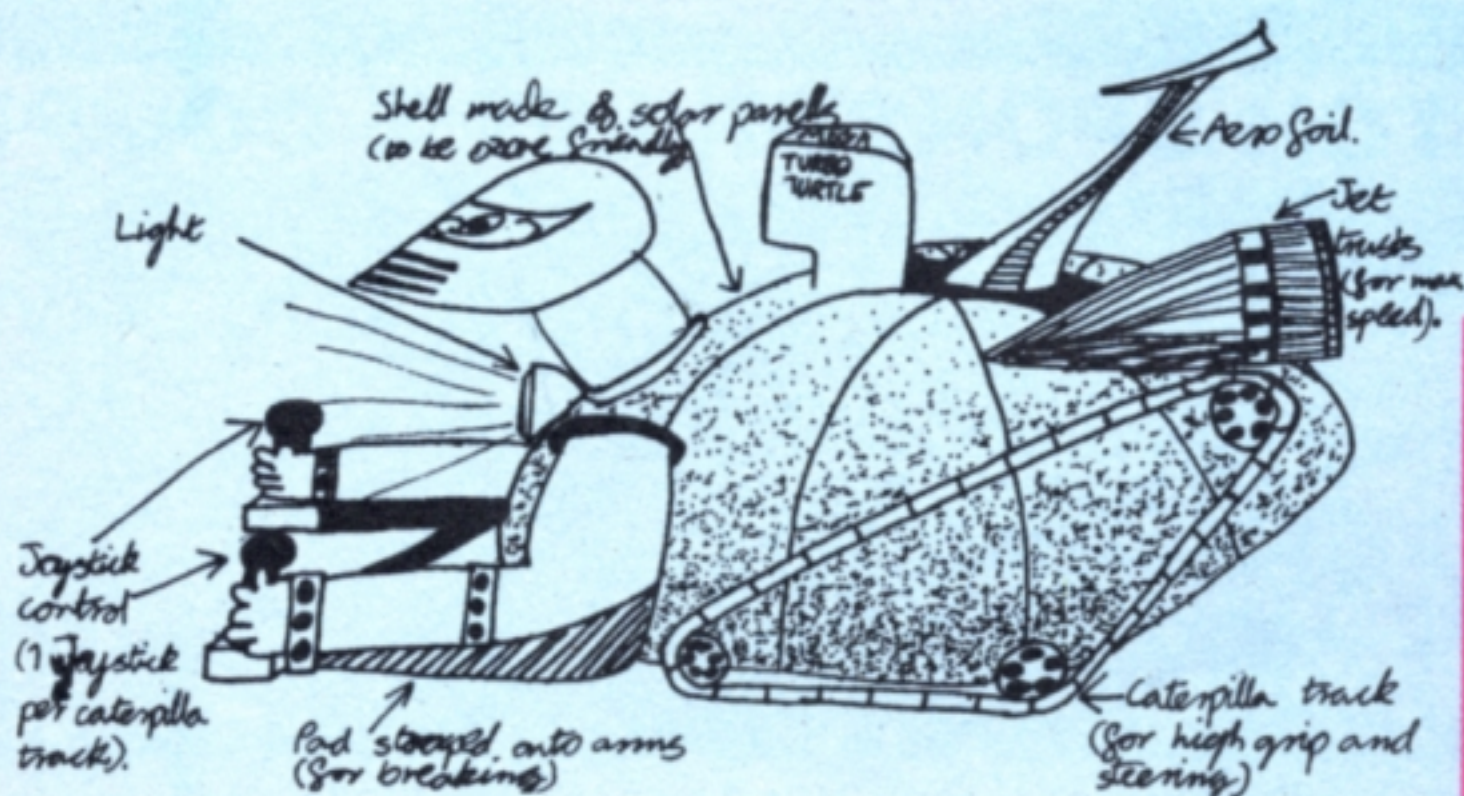
In the next *Let's Compute!* we should be able to give you the name of the winner.

And we'll also be announcing yet ANOTHER Mike Goldberg challenge!



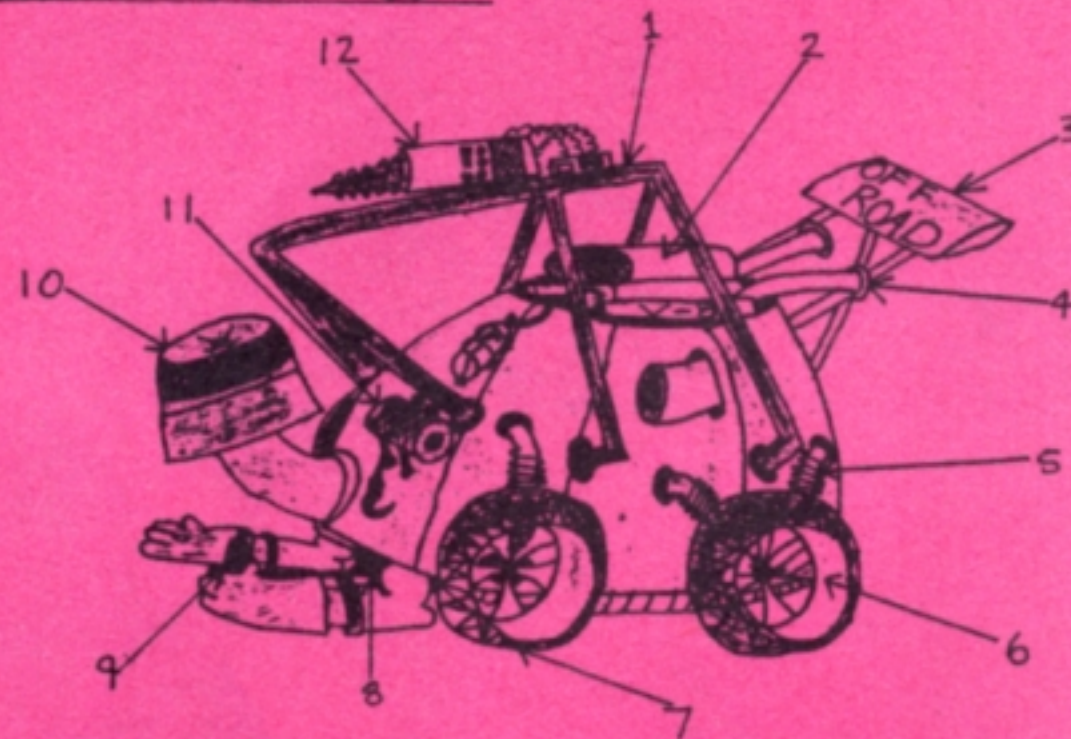
MEGA TURBO TURTLE

BY OWEN WILLIAMS (12)

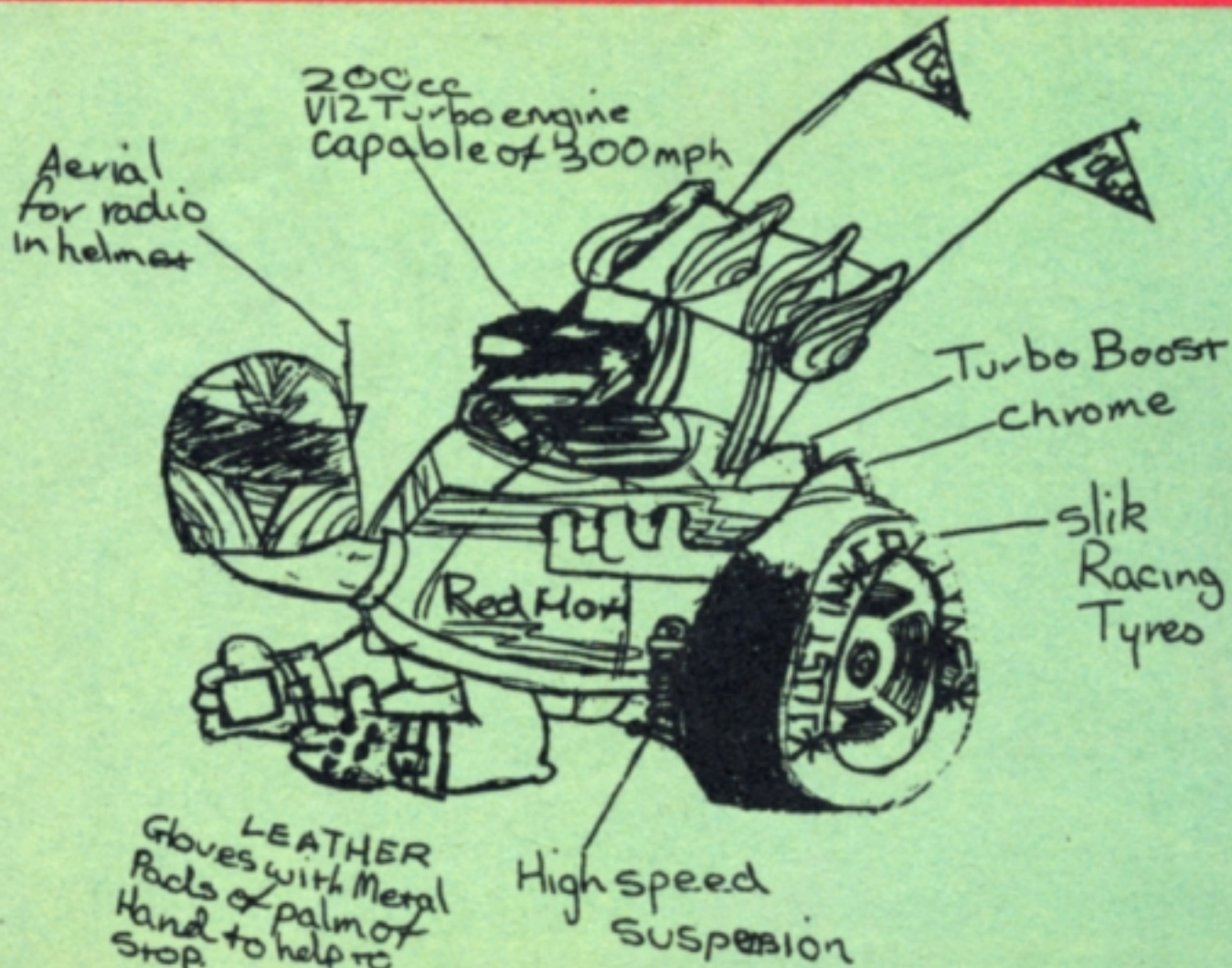


Owen Williams (age 12) Halstead, Essex.

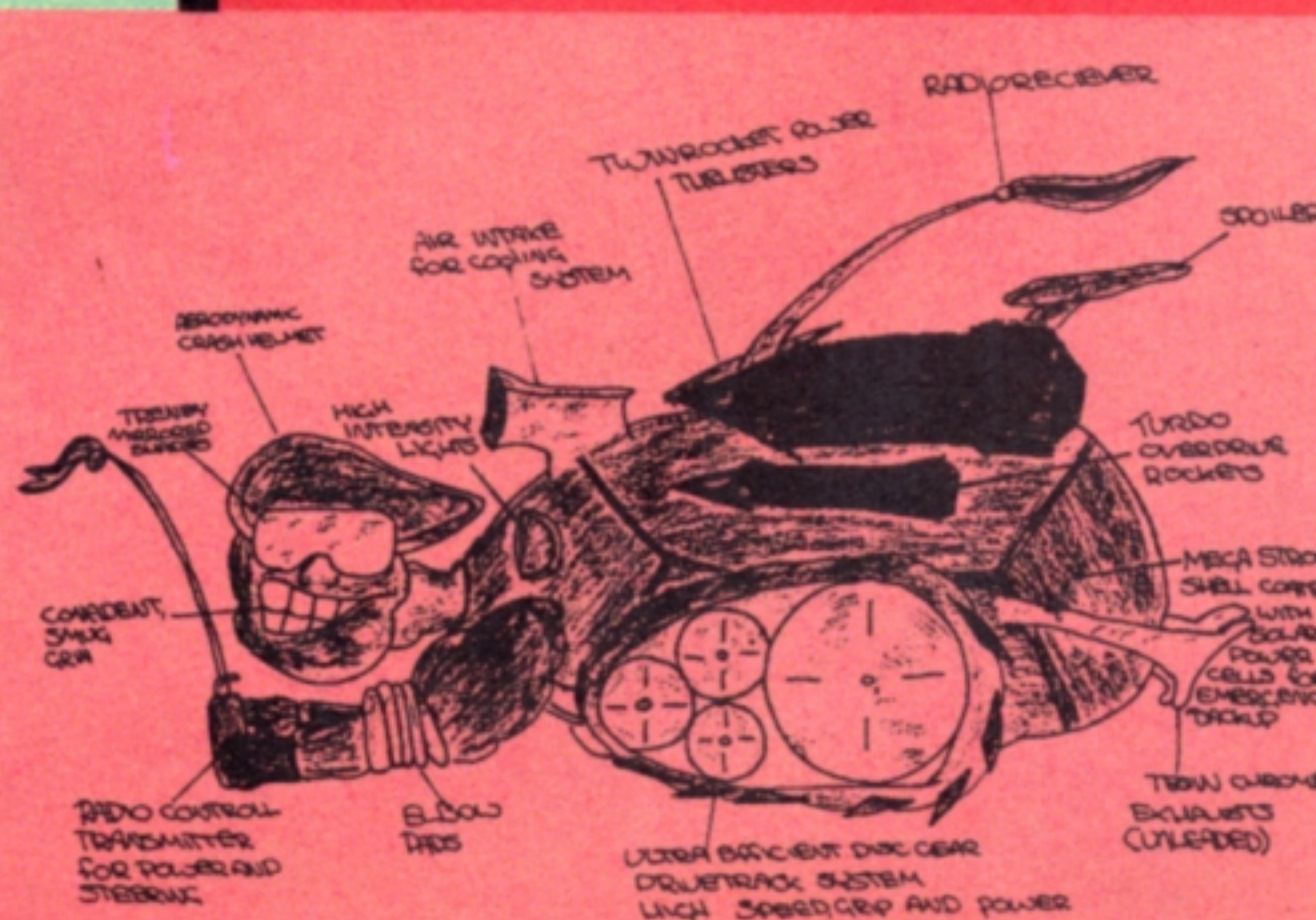
Terrain Turtle



Noel Reeve (age 14) Chelmsford, Essex.



Justin Collins (age 11) Maidstone, Kent.



Matthew Harley (age 12)
Newtown, Derbyshire

**'ERE WE GO!
'ERE WE GO!
'ERE WE GO!**

From football to conkers, this is the start of a new season. And here's a computerised knockout chart you can use with whatever interest takes your fancy

MATCH SPONSOR LET'S COMPUTE

3 Doug _____

4 Derek _____

4 Derek _____

1 Pete _____

2 Mark _____

1 Pete _____

1 Pete _____

If you want to organise your own knockout competition for any sport – or just keep track of a big international event – this is **THE** program you've been waiting for.

Start by keying in the names of the teams. You will be given the opportunity of deciding which teams are to compete with each other – or whether you would like the computer to make the decision for you.

Just type in the correct program for your micro, **SAVE** it and you're ready to **RUN**. Now let's look at how you use the program.

First you are asked to enter the number of teams in the competition. As it's a knockout, this must be 4, 8 or 16.

Next you have to enter the teams' names. The computer will allocate a number to each team and this will remain with it throughout the competition.

Once you've typed in all the teams you're asked to check if they're OK. Answer **N** if you want to correct any mistakes or have had second thoughts about whatever you entered.

Now it's decision time again!

You'll be asked whether you want to keep the teams in the order you typed them in or have them shuffled. (Say 'No' if the draw has already been made.)

If you organise your own knockout – such as a conker competition – it's best to have the names shuffled.

The knockout chart is then displayed. All you have to do now is enter a team's number to move it through to the next round.

Just keep entering teams' numbers until the competition is won. If you accidentally give a wrong number for a winner, type the correct one and it will be replaced. The display may be upset slightly, but it can be

completely redrawn by entering **C** in place of a team number.

Entering **S** at any time while the chart is displayed will output it to a printer – providing you've got your own printer dump routine.

We wrote this program following a suggestion from 13-year-old Matthew Steele, who has helped us with the design and testing the software. If you would like us to convert **YOUR** ideas to a micro and print the program in *Let's Compute!* just send them in. If we like them we'll contact you and then work together on the project.

Don't forget to include your address and phone number.

THE PROGRAM

This is for the BBC Micro, Electron and Archimedes

```
100 REM BBC/Electron/Archimedes Knockout
110 REM By Pete Davidson
120 REM (c) Let's Compute!
130 MODE0:PROClets:num=RND(-TIME)
140 width=250:ls=STRING$(15,"_")
150 PROCin:PROCdisplay:PROCok
160 PROCyesno("Do you want to shuffle
the teams?"):IF yes PROCmix(max):CLG
170 REPEAT PROCdisplay:PROCsearch
180 UNTIL team$(0,vert+1)<>" "
190 CLG:PROCdisplay:PROCyesno("Knockou
t has been won... Another go?")
200 IF yes RUN ELSE CLS:END
210 DEFPROCdisplay
220 col=1:horiz=0:gap=900/max
230 PROCscreen(max)
240 ENDPROC
250 DEFPROCscreen(max)
260 top=max:CLS:PROClets:VDU5
270 REPEAT
280 PROCdraw(gap,horiz,top,col)
290 col=col+1:top=top/2:gap=gap*2
300 horiz=horiz+width
310 UNTILtop<1
320 vert=col-2:VDU4
330 ENDPROC
340 DEFPROCsearch
350 INPUTTAB(0,31)"Enter winner's numb
er "num$
360 IFnum$="C" OR num$="c" CLG:PROCdis
play:GOTO350
370 IFnum$="S" OR num$="s" PRINT:PRINT
:PRINT:PRINT:PRINT:PROCdump:GOTO350
380 num=VALnum$:verty=col-2:fnd=FALSE
390 REPEAT
400 FORloop=0TOMax
410 IFVAL(team$(loop,verty))=num team$
(loop/2,verty+1)=team$(loop,verty):fnd=T
RUE
420 NEXT:verty=verty-1:UNTIL fnd
430 ENDPROC
440 DEFPROCdraw(gap,horiz,number,col)
450 FORloop=0TONumber-1
```

```
460 x=horiz:y=1023-gap/2-gap*loop
470 GCOLOR,0:MOVEx,y:PRINTls:GCOLOR,1
480 MOVEx,y
490 IFteam$(loop,col)<>" "PRINTteam$(lo
op,col) ELSE PRINTls
500 NEXT
510 ENDPROC
520 DEFPROCmix(high)
530 FORloop=1TOhigh
540 array$(loop)=team$(loop-1,1)
550 NEXT
560 REPEAT
570 rnum=RND(high)
580 team$(high-1,1)=array$(rnum)
590 FORloop=rnum TO high-1
600 array$(loop)=array$(loop+1)
610 NEXT:high=high-1:UNTILhigh=1
620 team$(0,1)=array$(1)
630 ENDPROC
640 DEFPROClets
650 COLOUR129:COLOUR0
660 VDU28,65,5,75,1:CLS:PRINT" Lets"
" Compute!" " Knockout"
670 VDU28,0,31,79,29:CLS
680 ENDPROC
690 DEFPROCin
700 REPEAT
710 INPUT"How many teams are in the co
mpetition? "max
720 UNTILmax=40Rmax=80Rmax=16:PRINT
730 DIMteam$(max,5),array$(max+1)
740 FORloop=0TOMax-1
750 PRINT"What is team number "STR$(lo
op+1);:INPUT"? "team$
760 PROCconvert
770 NEXT
780 ENDPROC
790 DEFPROCok
800 PROCyesno("Are these ok?")
810 IF yes GOTO870
820 INPUT"Which number is wrong? "num
830 IFnum<1 OR num>max GOTO820
840 INPUT"What should it be? "team$
```

```
850 loop=num-1:PROCconvert
860 CLG:PROCdisplay:GOTO800
870 ENDPROC
880 DEFPROCconvert
890 team$=RIGHT$(" "+STR$(loop+1),2)+
"+team$
900 team$(loop,1)=team$+STRING$(15-LEN
(team$),"_")
910 ENDPROC
920 DEFPROCyesno(ques$):yes=FALSE
930 REPEATPRINT'ques$ " ";:key$=GET$:PR
INT
940 IFkey$="S" OR key$="s" PRINT:PRINT
:PRINT:PRINT:PRINT:PROCdump
950 UNTIL INSTR("YyNn",key$)<>0
960 IFINSTR("Yy",key$)>0 yes=TRUE
970 ENDPROC
980 DEFPROCdump
990 REM Put your own dump here
1000 ENDPROC
```

Programs
for the
Commodore
64/128 and
Spectrum
are overleaf

C64/128 version

```

100 REM C64/128 KNOCKOUT
120 L$="":CX=211:CY=21
4:CP=58732
130 POKE 53280,0:POKE 53281,0:
PRINT CHR$(5);:GOSUB 5000
140 GOSUB 6000:GOSUB 5000:GOSUB
500:GOSUB 7000
150 QU$="DO YOU WANT TO SHUF
FLE THE TEAMS?":GOSUB 9000
160 IF YES=1 THEN GOSUB 4000
170 GOSUB 500:GOSUB 2000
180 IF TEAMS(1,4)=" THEN 170
190 GOSUB 500:QU$="KNOCKOUT
HAS BEEN WON... ANOTHER GO?":GOS
UB 9000
200 IF YES=1 THEN RUN
210 PRINT CHR$(147);:END
500 REM Display
505 POKE 781,21:SYS 59903
510 PX=1:PY=3:IF VAL(TEAMS(1,1
))=0 THEN PY=4:GOTO 530
520 PM=8:SK=2:CO=1:GOSUB 700:P
X=PX+10:PY=4
530 PM=4:SK=4:CO=2:GOSUB 700:P
X=PX+10:PY=6
540 PM=2:SK=8:CO=3:GOSUB 700
550 POKE CX,PX+10:POKE CY,10:S
YS CP:IF VAL(TEAMS(1,4))=0 THEN
PRINT L$;:RETURN
560 PRINT TEAMS(1,4);:RETURN
700 FOR N=1 TO PM
710 POKE CX,PX:POKE CY,PY:SYS
CP
720 IF VAL(TEAMS(N,CO))=0 THEN
PRINT L$;:GOTO 740
730 PRINT TEAMS(N,CO);
740 PY=PY+SX:NEXT:RETURN
2000 REM SEARCH
2010 POKE CX,1:POKE CY,21:SYS C
P:INPUT "ENTER WINNER'S NUMBER";
NUMS
2020 IF NUMS="C" THEN GOSUB 500
:GOTO 2010
2030 IF NUMS="S" THEN GOSUB 950
0:GOSUB 500:GOTO 2010
2040 NUM=VAL(NUMS)
2050 IF TEAMS(1,3)<>" AND TEAM
$(2,3)<>" THEN X=3:GOTO 2090
2060 X=2:FOR N=1 TO 4:IF TEAMS(
N,X)=" THEN 2080
2070 NEXT:GOTO 2090
2080 X=1
2090 FOR N=1 TO 8
2100 IF VAL(TEAMS(N,X))=NUM THE
N 2160
2110 NEXT
2120 IF X=1 THEN RETURN
2130 X=X-1:FOR N=1 TO 8
2140 IF VAL(TEAMS(N,X))=NUM THE
N 2160
2150 NEXT:RETURN
2160 TEMPS=TEAMS(N,X):X=X+1:N=I
NT((N+1)/2)
2170 TEAMS(N,X)=TEMPS
2180 RETURN
4000 REM MIX
4010 DUMMY=RND(-TIME)
4020 MX=1:IF MAX=4 THEN MX=2

```

```

4030 FOR N=1 TO MAX
4040 TEMPS=TEAMS(N,MX)
4050 R=INT(RND(0)*MAX)+1
4060 TEAMS(N,MX)=TEAMS(R,MX)
4070 TEAMS(R,MX)=TEMPS
4080 NEXT
4090 RETURN
5000 PRINT CHR$(147)" LE
T'S COMPUTE! KNOCKOUT"
5010 RETURN
6000 PRINT:PRINT:PRINT
6020 PRINT CHR$(145)"HOW MANY T
EAMS ARE IN THE COMPETITION ";:I
NPUT MAX
6030 IF MAX<4 AND MAX<8 THEN
6020
6040 DIM TEAMS(8,4)
6050 GOSUB 5000:PRINT:PRINT
6060 FOR LOOP=1 TO MAX
6070 PRINT "WHAT IS TEAM NUMBER
"STR$(LOOP);:INPUT " ";TEAMS
6080 GOSUB 8000:NEXT
6090 RETURN
7000 REM OK
7010 QU$="ARE THESE OK?":GOSUB
B 9000
7020 IF YES=1 THEN RETURN
7030 POKE 781,21:SYS 59903
7040 POKE CX,1:POKE CY,21:SYS C
P
7050 INPUT "WHICH NUMBER IS WRO
NG";NUM
7060 IF NUM<1 OR NUM>MAX THEN 7
030
7070 POKE CX,1:POKE CY,22:SYS C
P
7080 INPUT "WHAT SHOULD IT BE";
TEAMS
7090 FOR N=1 TO 8

```

```

7100 IF VAL(TEAMS(N,1))=NUM THE
N LOOP=N:N=1:GOSUB 8000:GOTO 720
0
7110 NEXT
7120 FOR N=1 TO 4
7130 IF VAL(TEAMS(N,2))=NUM THE
N LOOP=N:N=2:GOSUB 8000:GOTO 720
0
7140 NEXT
7200 GOSUB 500:POKE 781,21:SYS
59903:POKE 781,22:SYS 59903
7210 GOTO 7010
8000 IF LEN(TEAMS)>6 THEN TEAMS
=LEFT$(TEAMS,6):GOTO 8020
8010 TEAMS=TEAMS+LEFT$(L$,6-LEN
(TEAMS))
8020 TEAMS=RIGHT$(STR$(LOOP),1)
+" "+TEAMS
8030 N=1:IF MAX=4 THEN N=2
8040 TEAMS(LOOP,N)=TEAMS
8050 RETURN
9000 REM YES/NO
9010 YES=0
9020 POKE CX,1:POKE CY,21:SYS C
P
9030 PRINT QU$+" ";
9040 GET AS:IF AS="" THEN 9040
9050 IF AS="S" THEN GOSUB 9500
9060 IF AS<>"Y" AND AS<>"N" THE
N POKE 781,21:SYS 59903:GOTO 902
0
9070 IF AS="Y" THEN YES=1
9080 RETURN
9500 REM PRINT-OUT
9510 REM PUT YOUR OWN DUMP HERE
9520 RETURN

```

Spectrum version

```

100 REM Spectrum Knockout
130 GO SUB 640: RANDOMIZE
140 LET wide=6: LET s$="
"
150 GO SUB 690: GO SUB 210: GO
SUB 790
160 LET q$="Do you want to shu
ffle the teams": GO SUB 920: IF
yes=true THEN LET high=most: GO
SUB 520: CLS
170 GO SUB 210: GO SUB 340
180 IF t$(1,vert+1)=s$ THEN GO
TO 170
190 GO SUB 210: LET q$="Knocko
ut has been won... Anothe
r go?": GO SUB 920
200 IF yes=true THEN RUN
205 STOP
210 REM display
220 LET col=1: LET horiz=0: LE
T gap=16/most
230 GO SUB 250
240 RETURN
250 REM screen
260 LET top=most: GO SUB 640
280 LET number=top: GO SUB 440
290 LET col=col+1: LET top=top
/2: LET gap=gap*2
300 LET horiz=horiz+wide
310 IF top>=1 THEN GO TO 280
320 LET vert=col-2
330 RETURN
340 REM search
350 INPUT "Enter winner's numb
er"; l$
370 IF l$="S" THEN GO SUB 980:
GO TO 350
375 LET num=VAL (l$): IF num<1
OR num>most THEN GO TO 350
380 LET verty=col-2: LET found
=false
400 FOR l=0 TO most
410 LET z=t$(l+1,verty,1 TO 2
): IF z$(2) <"0" OR z$(2) > "9"
THEN LET z$="00"
415 IF VAL z$=num THEN LET t$(
1+INT (l/2),verty+1)=t$(l+1,vert
y): LET found=true
420 NEXT l: LET verty=verty-1:
IF found=false THEN GO TO 400
430 RETURN
440 REM draw
450 FOR l=0 TO number-1
460 LET x=horiz: LET y=gap/2+g
ap*l
470 LET z=0: LET z=t$(l+1,col
,1 TO 2): IF z$=" " THEN LET z=
1
480 PAPER 1: PRINT AT y,x;t$(l
+1,col,1 TO 2);: PAPER z: PRINT
t$(l+1,col,3 TO )
500 NEXT l
510 RETURN
520 REM mix
530 FOR l=1 TO high
540 LET a$(l)=t$(l,1)
550 NEXT l
570 LET rnum=INT (RND*high+1)
580 LET t$(high,1)=a$(rnum)
590 FOR l=rnum TO high-1
600 LET a$(l)=a$(l+1)
610 NEXT l: LET high=high-1: I
f high>1 THEN GO TO 570
620 LET t$(1,1)=a$(1)

```

```

630 RETURN
640 REM lets
650 BORDER 1: PAPER 1: CLS : P
APER 7: INK 4
660 PRINT AT 1,24;"Let's ":
PRINT AT 2,24;"Compute!": PRINT
AT 3,24;"Knockout"
670 PAPER 0: INK 7
675 LET true=-1: LET false=0
680 RETURN
690 REM in
710 INPUT "How many teams? ";m
ost
720 IF most<>16 AND most<>8 AN
D most<>4 THEN GO TO 710
730 DIM t$(most+1,6,6): DIM a$
(most+1,6)
740 FOR l=0 TO most-1
750 INPUT "What is team number
"+STR$(l+1)+"? ";i$
760 GO SUB 880
765 FOR i=2 TO 5: LET t$(l+1,i
)=s$: NEXT i
770 NEXT l
780 RETURN
790 REM ok
800 LET q$="Are these ok?": GO
SUB 920
810 IF yes=true THEN GO TO 870
820 INPUT "Which number is wro
ng?";num
830 IF num<1 OR num>most THEN
GO TO 820
840 INPUT "What should it be?"
;i$
850 LET l=num-1: GO SUB 880
860 GO SUB 210: GO TO 800
870 RETURN
880 REM convert
890 LET x$=STR$(l+1): IF LEN
x$=1 THEN LET x$=" "+x$

```

```

900 LET t$(l+1,1)=(x$+i$+"
") (1 TO 6)
910 RETURN
920 REM yes no
925 LET yes=false
930 PRINT #0,AT 0,0;q$;
935 LET x$=INKEY$: IF x$<>"y"
AND x$<>"Y" AND x$<>"n" AND x$<>
"N" AND x$<>"s" AND x$<>"S" THEN
GO TO 935
940 PRINT #0,x$: IF x$="s" OR
x$="S" THEN GO SUB 980: GO TO 93
0
960 IF x$="Y" OR x$="y" THEN L
ET yes=true
970 RETURN
980 REM dump
990 COPY
1000 RETURN

```

THERE'S MORE!

Versions of the program have also been written for the Amstrad CPC and the Atari ST using STOS. If you would like to receive the listing send a stamped addressed envelope to:

**Soccer Listing
Let's Compute!
Europa House
Adlington Park
Macclesfield
SK10 5NP**

PENDOWN LOWDOWN

Two of our team of
junior reviewers have been trying out a
new version of a popular word processor

Stuart and Hannah are pupils at Bradwell Village Middle school in Milton Keynes. They are both 10 years old. And like children in all primary schools, they spend some of their time using a computer.

One of the things they like to do most is use the PenDown word processor on a BBC B. Both of them have used it to write loads of stories and poems.

Recently the school got a BBC A3000. The children were very excited when they had a chance to have a go on the new version of PenDown. But first they had to get used to using a mouse.

It was easy for Stuart – he has a mouse on his Atari at home. But for Hannah this was something completely new.

"I found it a bit hard at first," she says. "But you soon get used to it. And it is much quicker for moving the cursor around the screen".

Stuart and Hannah started by typing in a few nursery rhymes and found this was just like using

the old machine. But how much different things were when they went back to correct their mistakes.

Now they could use the A3000's mouse to move a pointer around their writing, first pointing to a mistake and then clicking the mouse button. They were then ready to start correcting the text.

They decided to change the size of the letters in one of the rhymes. First they marked the rhyme they wanted.

They did this by clicking the left button of the mouse at the start of the text and the right button at the end.

This made all the writing in the rhyme go white on black on the screen so it showed clearly the

part they had marked.

Then they pointed at the word FONT at the top of the screen. This displayed the font menu. It was now easy to change the shape and size of the letters.

They decided to make the letters much bigger. This took just a couple of mouse clicks.

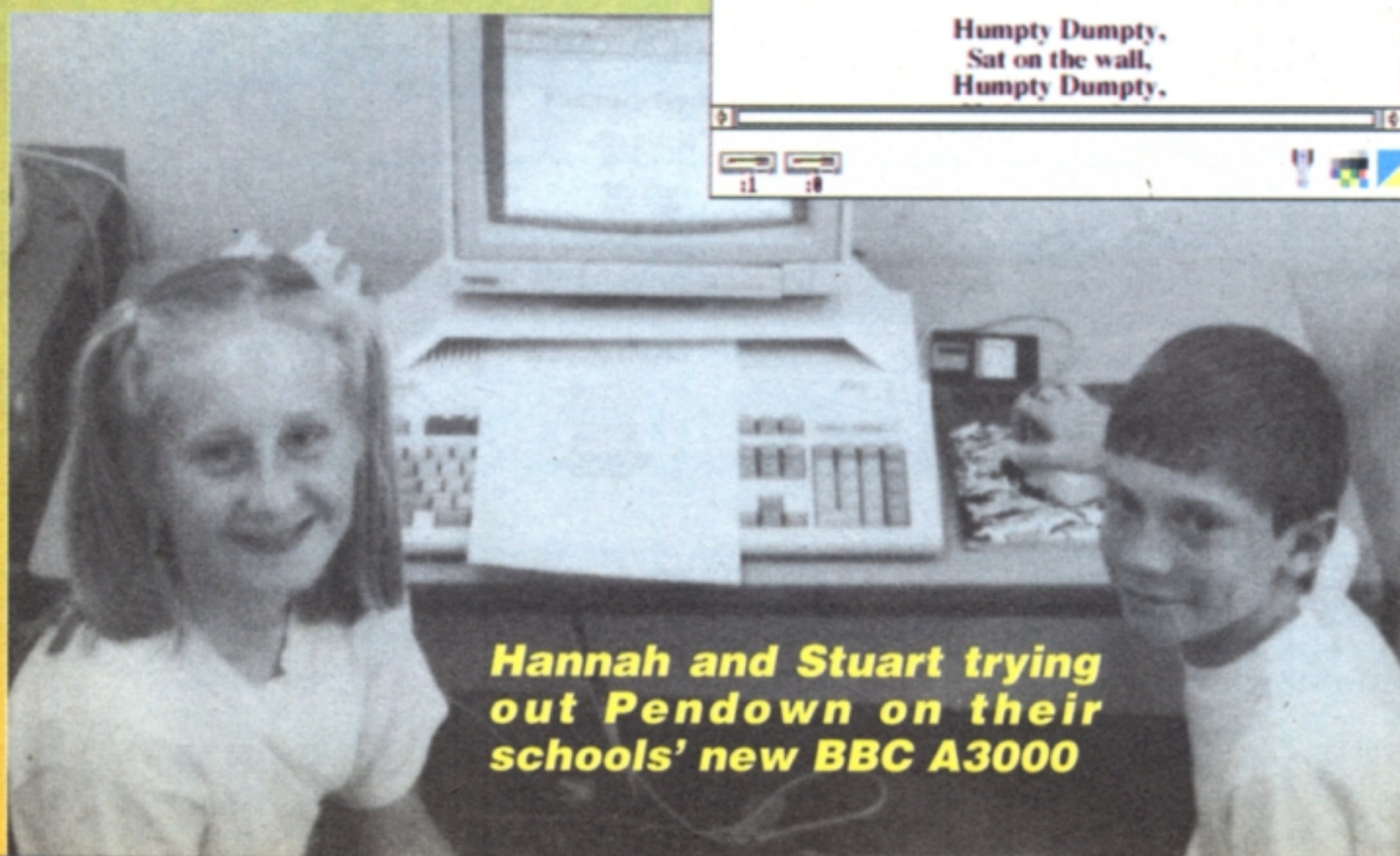
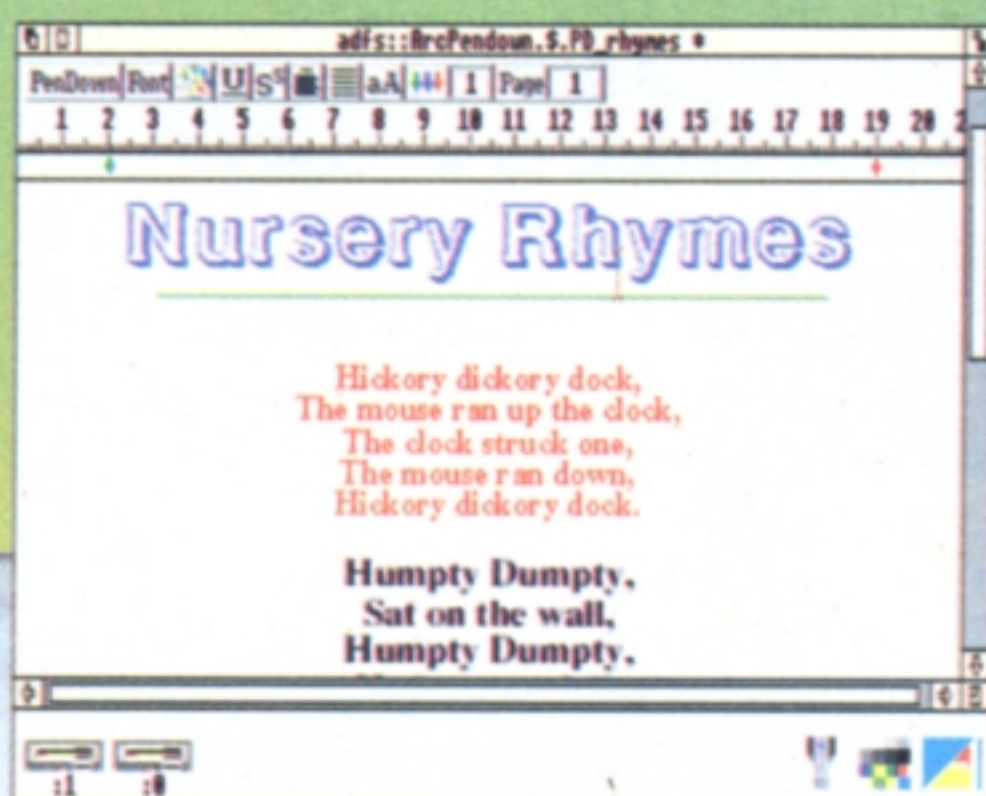
Then they wanted to try out the colours. Again they marked a rhyme and this time went to the colour icon. This showed a little picture of a paint palette. With a couple of clicks they turned Hickory Dickory red.

Now they were really moving. Soon they had produced a big coloured title in a new font. They also underlined it. And to finish it off they centred all the text.

It looked really good.

Stuart said: "This new PenDown is a great improvement on the BBC Micro version. It uses colour and you can mix the fonts ever so easily".

Hannah added: "It's really great, I can't wait to start writing my own stories on this. They'll look really good pinned up on the wall".



Hannah and Stuart trying
out Pendown on their
schools' new BBC A3000



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The move to Wembley means nearly twice as much floor space, twice as many exhibitors, twice as many bargains, twice as many entrances and an extra day - all designed to cater for record crowds.

After all the Computer Shopper Show exists entirely to help the buying public get what they want at the price they want to pay. Ask anyone who went to last year's Show about the money they saved. Many visitors in our exit poll reported getting more than twice what they expected for their money (or paying half what they'd budgeted). That's what we call value!

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They're all set to become the next big computer craze. Certainly you can expect to see a big invasion of them this Christmas.

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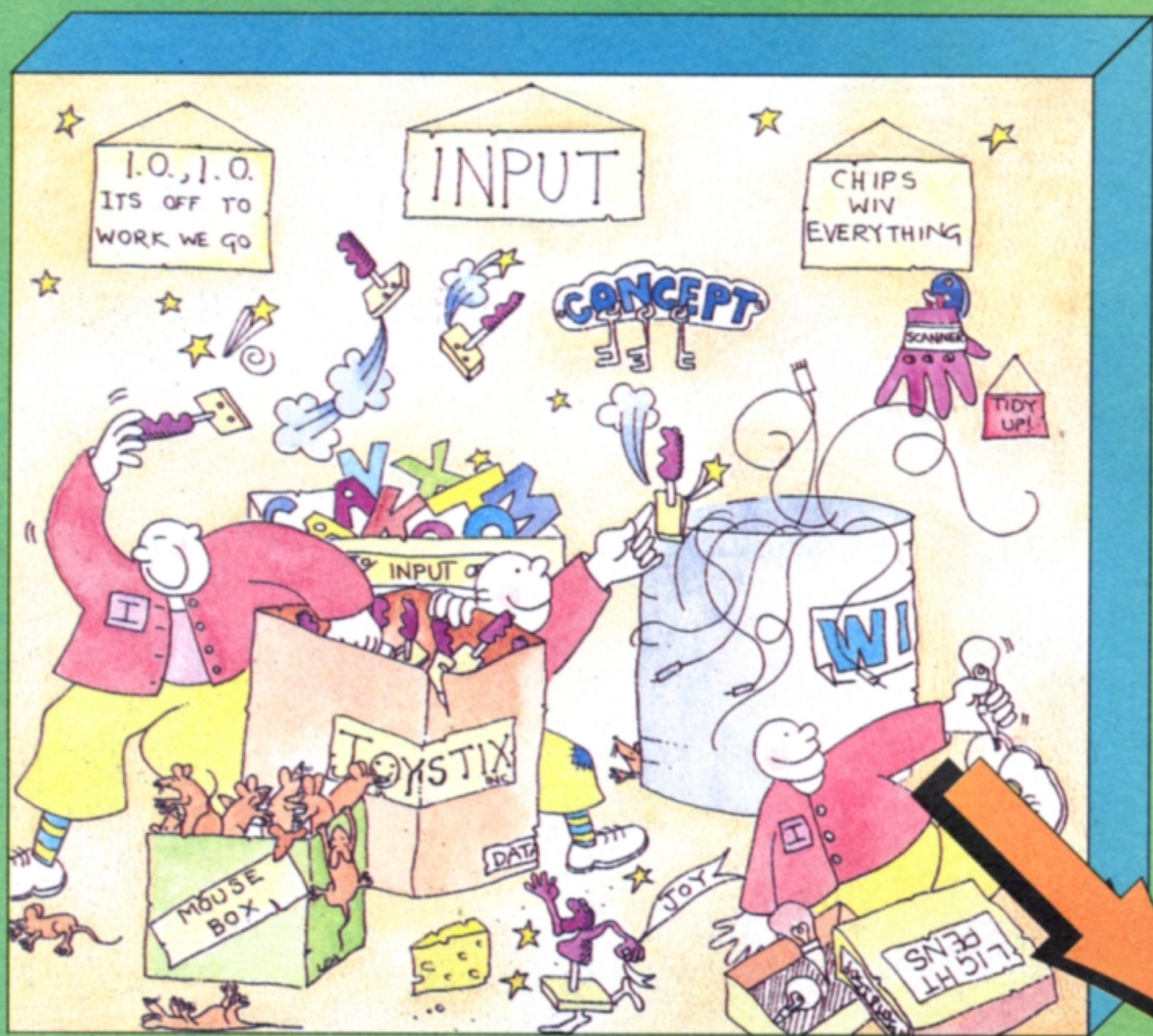
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How a comp



Micros are magic.
about a computer
over almost everyone

What we're going
Compute! over the
take you on a tour
And show you just w

Pictures by

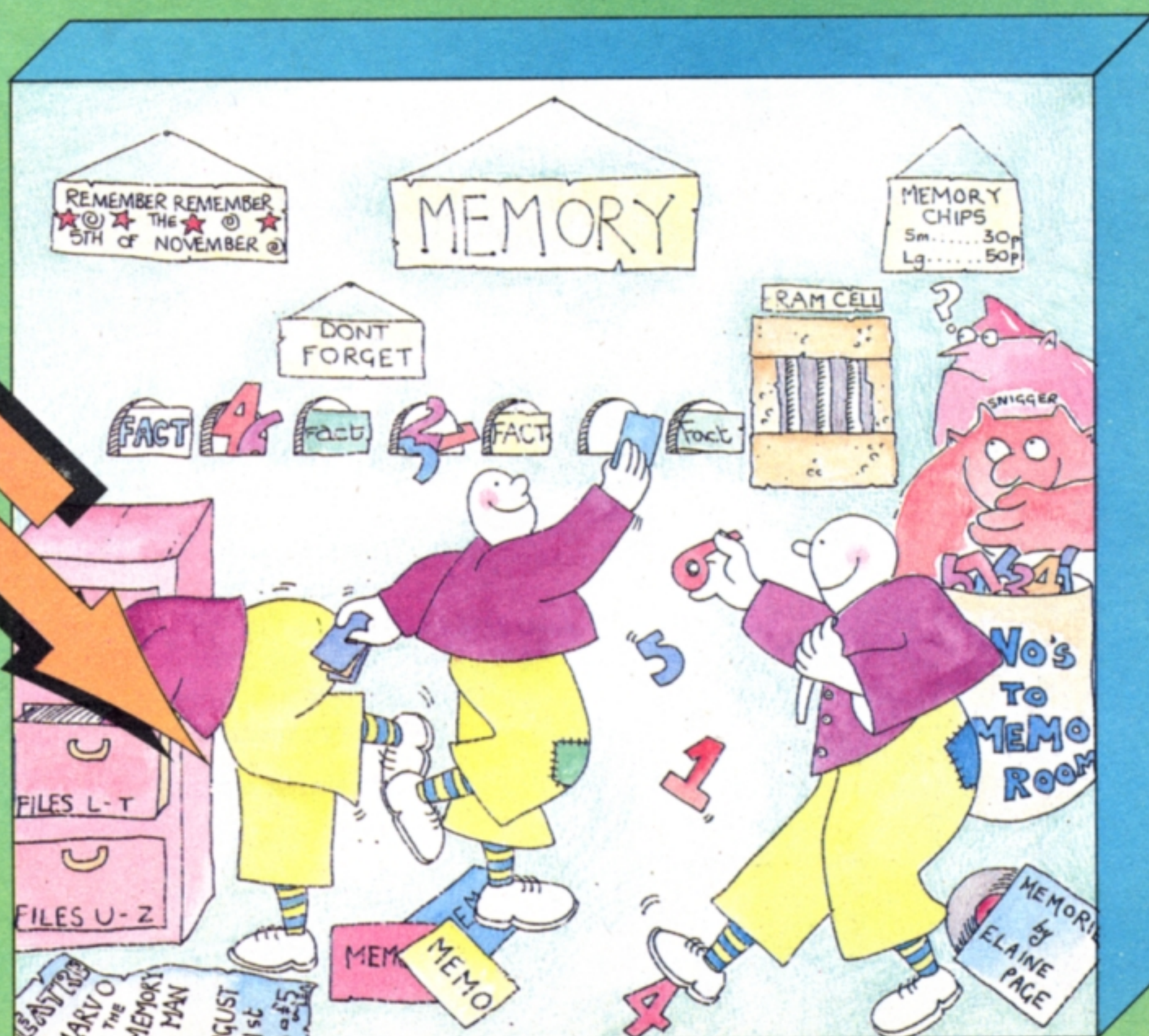
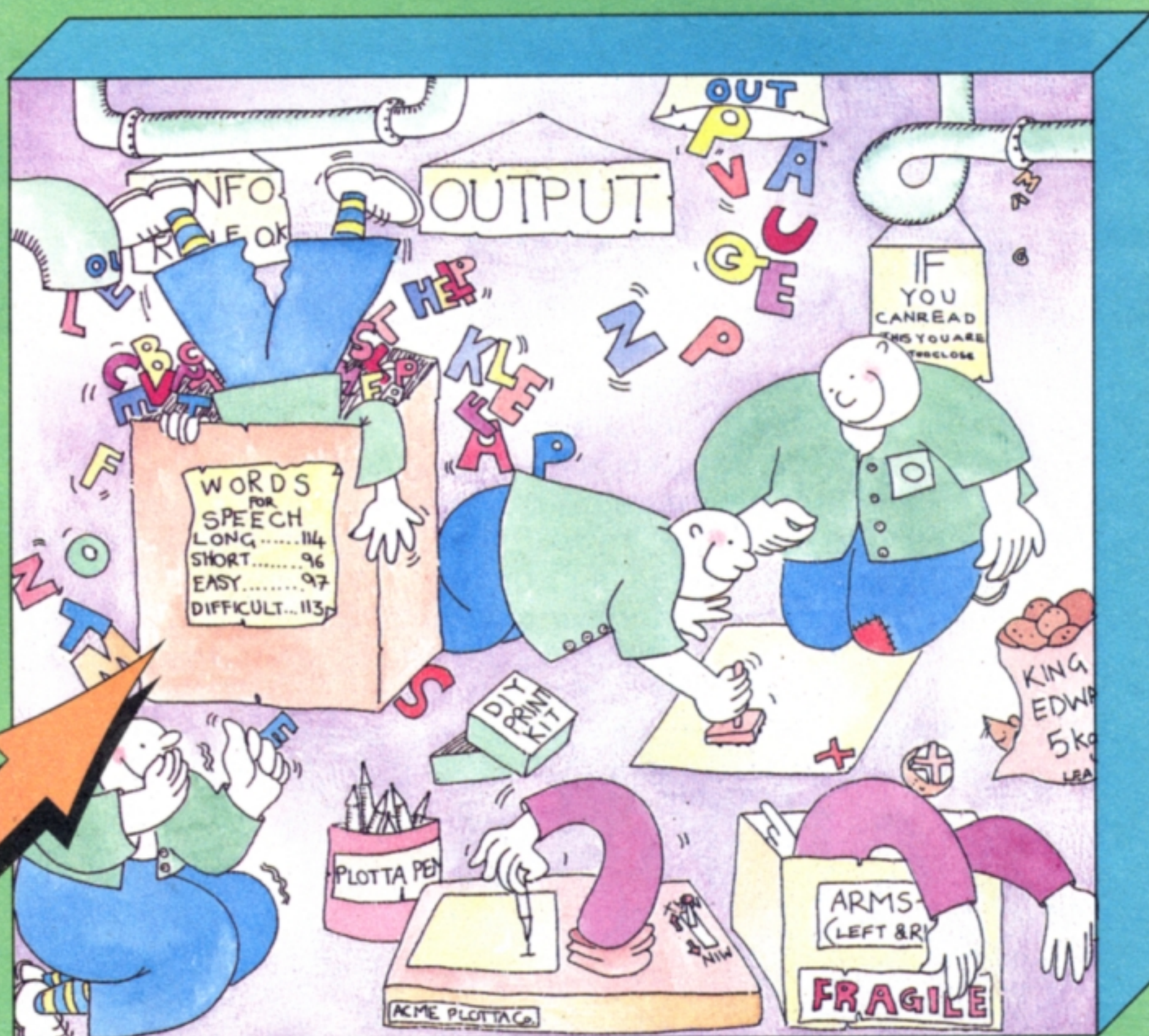


Micros don't work by magic - yet lots of people treat them as if they do. Even some folk who've been using micros for years act as if there were some little genie inside the whole box of tricks running their computer for them. Tell them that that it's actually quite easy to understand micros - far easier than puzzling out exactly how (or why) a mountain bike has all those

There's something
that casts its spell
on who uses one.
What to do in *Let's*
next few months is
of your computer.
What makes it work.

A cartoon illustration featuring two characters. The top character is a man with a large nose, wearing a blue jacket and a red skirt, running towards the left. He is holding a large red number '7' in his right hand and a long wooden stick in his left. A sign above him says 'NOS' with a red arrow pointing left. The bottom character is a man with a large nose, wearing a blue jacket and a red skirt, crouching down. He is holding a magnifying glass over a book labeled 'NUMBER EXAM'. The background is light blue with yellow stars and a large orange arrow pointing right. The entire scene is framed by a thick blue border.

Now turn the page



A MICRO CONSISTS OF THREE BASIC PARTS

CPU stands for Central Processor Unit, which is the actual micro-processor. It's the real brain of the machine and its job is to carry out all the orders you key into your micro.

Memory – comes in lots of flavours. All that memory really does to is remember numbers – not very big numbers, but lots and lots of them.

I/O

CPU

MEMORY

I/O means Input/Output. It covers all the things you use to get information or data into and out of your computer. You can **INPUT** with a keyboard, a mouse or a joystick. For **OUTPUT** you use a monitor screen (also known as a VDU) or a printer. One form of I/O you are bound to have is storage. Like the memory, it is used among other things for storing your programs. But, unlike memory, your work will not disappear when you

switch the power off. On the early micros – and still for many of us – the only way we could store data was on tape cassettes.

Nowadays, of course, there are discs, both floppy and hard, as well as CD roms and heaven knows what next.

And what do they store? By now you won't be surprised to learn they're numbers.

IT ALL WORKS BY NUMBERS

All the CPU really does is to shoot numbers from one place to another in memory – that is, from one bit of memory to another bit – in double quick time. All it is is a glorified Postal Sorting Office for numbers.

Suppose you press the letter A on the keyboard and a letter A appears on your screen. You've just used the CPU to transfer a number between the keyboard I/O chips and the memory devoted to the screen. What happens is that the I/O chips connected to the keyboard sense that you've pressed the A key.

You won't be surprised to know that there's a number reserved for the A key – we'll give it the code 65. The I/O chips move this code into a special bit of memory set aside for the keyboard called the keyboard buffer.

So now you've got a bit of special keyboard memory with the number 65 stored in it. How does that get an A onto the screen?

Well, one of the CPU's jobs is to look at that special keyboard buffer memory hundreds of times a second. Then in a flash it transfers that code to another piece of memory somewhere else in the micro.

In our example it chooses a piece of memory dedicated to the screen and puts the 65 there. Here again, some I/O chips come into play. They know that 65 is the code for the letter A, so they display on the screen the letter A.

So, it looked like all you did was to press the A key and an A magically appeared on the screen. Not so. The route was:

keyboard I/O
↓
Buffer memory
↓
CPU
↓
screen memory
↓
monitor I/O

What was moving around all the time wasn't the letter A, though. It was the code for A. In fact, as

we'll learn later in the series, it was an electrical signal standing in for A that was doing all the travelling. At one heck of a speed...

Of course the input didn't have to come from the keyboard – it could have come from a disc, joystick or other device. And the output didn't have to go to the screen – it could have gone to something else such as a printer or sound synthesiser.

But that's for later. At the moment, just stick to the idea that, despite its magical appearance, all a micro really does is to use its CPU to shift numbers from one part of memory to another, and between that memory and the outside world via the I/O chips.

You'll discover, of course, there's more to it than that, but not as much as you might imagine. Over the next few months we'll see how the CPU works out which bit of memory is which – and what numbers it should be putting there.

You'll find it's all done by buses!

KEYBOARD KAPERS



★STAR CAT★



I SAY, I SAY, I SAY...



The Micro Kid





Don't be CONFUSED!

**Sort out your
electrical
connections
with this
SPARKling
program
dreamed up
by The Safe
Scientist**

**For the
Electron,
Archimedes,
and BBC
only**

When you buy a mains plug it is usually fitted with a 13 amp fuse. And if you just leave it there and wire the plug to whatever bit of equipment you bought it for, all will seem to be OK.

But this happy state of affairs could end if a fault develops in your electric device. The wrong sort of fuse could put you at risk of fire – or even electrocution!

It is vital to fit the right kind of fuse. It's cheap too. It only costs a few pence to be safe.

Which Fuse? is a program that's fun to use. And it also helps you learn what sort of fuse is needed for various devices.

The program displays an electrical appliance and asks you what fuse is needed for it. Work it out following the instructions opposite.

If you get an answer wrong the fuse flashes or the device just disappears. Correct answers are rewarded with a multi-colour flashing display.

You can easily alter the program to include more devices. Advice on how to do this is given on the right.

If you thought that the National Curriculum covered everything you needed to know about science, you'd be completely wrong. Without a bit of extra knowledge you could become a dead scientist rather than a

good one. One vital topic is how to wire up an electric plug or which fuse to use in it. Whether you're wiring equipment in the lab or appliances at home you need to connect it safely – as we show here.


```

10 REM WHICH FUSE?
20 REM By The Safe Scientist
30 REM (c) Let's Compute!
40 MODE1:REPEAT:VDU29,100;0;:GCOL0,3
50 AX=RND(4):IF AX=1 PROCwasher ELSE
IF AX=2 PROCTelly ELSE IF AX=3 PROClamp
ELSE IF AX=4 PROCclock
60 PROClabel:PROCplug:PROCwire
70 PROCpickfuse:PROCcont
80 UNTIL0
90 END
100 DEFPROClabel
110 VDU29,700;700;
120 VDU24,0;0;400;200;:GCOL0,130:CLG
130 GCOL0,1:VDU5:MOVE10,180:PRINT:P%;"
WATTS":MOVE10,80:PRINT:V%;" VOLTS"
140 VDU29,100;0;:VDU4:VDU26
150 ENDPROC
160 DEFPROCplug
170 VDU29,800;300;
180 GCOL0,3
190 MOVE0,0:DRAW0,300:DRAW250,300:DRAW
250,0:DRAW0,0
200 MOVE110,280:DRAW140,280:DRAW140,22
0:DRAW110,220:DRAW110,280
210 MOVE20,80:DRAW50,80:DRAW50,50:DRAW
20,50:DRAW20,80
220 MOVE200,80:DRAW230,80:DRAW230,50:D
RAW200,50:DRAW200,80
230 VDU29,100;0;
240 ENDPROC
250 DEFPROCwire
260 MOVE820,300:DRAW820,250:PLOT85,830
,300:PLOT85,830,250
270 MOVE600,250:PLOT85,820,260:PLOT85,
600,260
280 MOVE600,520:PLOT85,610,260:PLOT85,
610,520
290 MOVE400,520:PLOT85,600,510:PLOT85,
400,510
300 ENDPROC
310 DEFPROCfuse(c%)
320 GCOL0,128
330 GCOL0,3:MOVE900,420:DRAW900,580:DR
AW930,580:DRAW930,420:DRAW900,420

```

```

340 GCOL0,c%
350 FORN%=424T0576STEP4:PLOT77,910,N%:
NEXT
360 ENDPROC
370 DEFPROCblowfuse:VDU29,1015;500;
380 N%=0:REPEAT:GCOL0,RND(3):MOVE0,0:L
%=RND(200):DRAWSINRADN%*L%,COSRADN%*L%:N
%=N%+RND(50):SOUND0,-15,6,1:UNTILN%>1000
390 VDU29,100;0;
400 CLS:PRINT"You have blown""the fu
se.""You need a""higher value."
410 ENDPROC
420 DEFPROCblowappliance
430 GCOL0,0
440 FORN%=450T00STEP-4:SOUND0,-15,6,1:
MOVEN%,400:DRAWN%,900:NEXT
450 CLS:PRINT>Your fuse is too""high
.""Your ";A%;" is""at risk."
460 ENDPROC
470 DEFPROCok
480 CLS:PRINT"WELL DONE!""You have t
he""correct fuse for""a ";A%
490 FORN%=1T030:FORC%=0T03
500 VDU19,C%,RND(7);0;
510 TIME=0:REPEATUNTILTIME>5
520 NEXT:NEXT:VDU20
530 FORN%=100T0200STEP10:SOUND1,-15,N%
,2:NEXT:ENDPROC
540 DEFPROCpickfuse:VDU28,0,31,19,20
550 COLOUR130:CLS:COLOUR1
560 IF P%/V%<3 cf%=3 ELSE IF P%/V%<5 c
f%=5 ELSE IF P%/V%<13 cf%=13
570 PRINT"Pick the fuse for a"";A%
580 PRINT"Possible values are""3, 5
or 13 amps."
590 REPEAT:INPUT>Your choice "fuse%:UN
TILfuse%=3 OR fuse%=5 OR fuse%=13
600 IF fuse%=2 PROCfuse(1) ELSE IF fus
e%=5 PROCfuse(2) ELSE IF fuse%=13 PROCfu
se(3)
610 PRINT"Press Space to""switch on.
"
620 REPEATUNTILGET=32
630 IF fuse%=cf% PROCok ELSE IF fuse%<
cf% PROCblowfuse ELSE IF fuse%>cf% PROCb

```

```

lowappliance
640 ENDPROC
650 DEFPROCcont
660 PRINT""Press Space"
670 REPEATUNTILINKEY-99:VDU26:COLOUR12
8:CLS:ENDPROC
680 DEFPROCwasher:A$="Washer"
690 VDU29,100;0;
700 VDU5:MOVE100,900:DRAW100,500:DRAW4
00,500:DRAW400,900:DRAW100,900:MOVE140,8
50:PRINT"o o o o"
710 VDU29,350;670;:MOVE0,80:FORN%=0T03
60STEP20:DRAWSINRADN%*80,COSRADN%*80:NEX
T:VDU29,100;0;
720 MOVE100,460:PRINT:A$:VDU29,100;0;
730 P%=2000:V%=240
740 ENDPROC
750 DEFPROCTelly:A$="Television"
760 MOVE100,800:DRAW100,500:DRAW400,50
0:DRAW400,800:DRAW100,800
770 MOVE120,780:DRAW120,520:DRAW320,52
0:DRAW320,780:DRAW120,780
780 VDU5:MOVE350,600:PRINT"o":MOVE350,
680:PRINT"o":MOVE350,760:PRINT"o"
790 P%=600:V%=240
800 MOVE100,460:PRINT:A%
810 ENDPROC
820 DEFPROClamp:A$="Lamp"
830 MOVE250,500:DRAW250,550:DRAW400,55
0:DRAW400,500:DRAW250,500
840 MOVE315,550:DRAW315,700:DRAW325,70
0:DRAW325,550
850 MOVE250,700:DRAW400,700:DRAW380,90
0:DRAW270,900:DRAW250,700
860 VDU5:MOVE250,460:PRINT:A%
870 P%=100:V%=240
880 ENDPROC
890 DEFPROCclock:A$="Clock"
900 MOVE400,500:DRAW400,564:DRAW100,56
4:DRAW100,500:DRAW400,500
910 VDU5:MOVE150,550:PRINT:RND(12);":"
;RND(59)
920 MOVE200,450:PRINT:A%
930 P%=5:V%=240
940 ENDPROC

```

How to add more devices

The first thing to do is find out what supply (volts) the appliance connects to and what its power is (watts).

The standard voltage in Britain is 240, so that aswers the first question.

Nearly all pieces of electrical equipment carry a label tling you how many watts it is. For example, a typical printer is rated at 240 volts and 120 watts.

To add a new device such as a printer you should start a new procedure at the end of the program.

It needs lines like these:

```

1000 DEFPROCprinter:A$="Printer"
1010 P%=120:V%=240
1020 VDU5:MOVE200,450:PRINT:A$:VDU4
1030 ENDPROC

```

You should set P% and V% to the correct power (watts) and voltage of the appliance you're adding.

You must also alter Line 50 of the program. The number in the RND(4) instruction needs changing to show how many devices are now included.

You also need to extend this line with one or more instructions like this:

```
ELSE IF AX=5 PROCprinter
```

Finally, if you already know how to draw on the screen, you can also use MOVE and DRAW to create a picture of the device as well. If you do this, the bottom right corner of the drawing should be put at screen position (400,500).

How the program does its sums

To work out how many amps an electrical device takes just divide the watts by the volts. Then use the next highest rated fuse that you can obtain - the usual ones are 3, 5 and 13.

For example, to find out which fuse to use in a 1000 watt electric fire divide 1000 by 240. The result is 4.2, so you can see that a five amp fuse is needed.

The printer mentioned is 240 volts and 120 watts. So you find the amps by dividing 120 by 240. The answer is .5 so you need to use a three amp fuse.

Next month
The Safe Scientist
will be putting
Pressure on you.

AL'S GORITHMS

THIS IS IT! The page where the budding artists among you can pick up a tip or two. And a chance for you to show what **YOU** can do yourself.

Making a lot with a few lines of code is what it's all about. Alan McLachlan gives you some more bright ideas.



GOING ROUND IN CIRCLES...

Less talk this month, but lots for you to do. The rules are simple: Using circles – and only circles – create something more interesting than just pretty repetitive patterns.

With the programs on this page you can create two unusual pictures of a clown and a worm. They're unusual because they are both built up out of circles filled with colour.

You'll find them very easy to change as you wish. You can wipe out parts of the picture by over-painting them.

You only need type in the core of the program once – use the one suitable for your own micro. Then save it on disc or tape and add one of the sets of DATA lines – or try your own.

Let's look at how the picture is drawn. The first DATA line – line 330 – just tells your micro how many lines follow.

Each of the following lines contains four figures needed to



draw a circle: its x and y positions, its radius and the colour you want to make it.

Each of these is read by the computer. The four figures are then used to draw a circle.

If you are going to use this program to draw your own picture it's best to plan it in advance.

Start by drawing it on paper – working out the position of each circle and the order it is to be drawn. You'll find the result can be quite spectacular and well worth the effort.

And as with last month's routine, if you think you can do something much better using just circles – just send your masterpiece to Let's Compute! and let us all see it.

● Next month we'll see what we can do with ellipses.

Electron/BBC Micro/Archimedes core

```
10 REM Circles
20 REM By Alan McLachlan
30 REM (c) Let's Compute!
40 MODE2
50 VDU5
60 VDU23;8202;0;0;0;
70 PROCINIT
80 READcircles
90 FOR P = 1 TO circles
```

```
100 READ x%,y%,r%,c%
110 PROCcircle(x%,y%,r%,c%)
120 NEXT
130 PROCcircle(x%,y%,r%,c%)
140 REPEAT UNTIL FALSE
150 DEFPROCcircle(x%,y%,r%,c%)
160 LOCAL I%
170 GCOL0,c%
180 VDU29,x%;y%;
```

```
190 MOVE0,0
200 FOR I%=0 TO 30
210 MOVE 0,0
220 PLOT85,r%*c(I%),r%*s(I%)
230 NEXT
240 VDU29,0;0;
250 ENDPROC
260 DEFPROCINIT
270 DIM s(30),c(30)
```

```
280 FOR loop%=0 TO 30
290 s(loop%)=SIN(loop%*2.2*PI/30)
300 c(loop%)=COS(loop%*2.2*PI/30)
310 NEXT loop%
320 ENDPROC
```


Typing tip

If you get an Out of Data in line 100 error it does not always mean you have made a mistake in that line. It could be that you've not typed in one of the DATA lines correctly. Or you may have forgotten to enter one of the lines.

So check them all carefully. The program works fine providing you key it in exactly as it is printed.

CPC core

```

10 REM CPC Circles
40 MODE 0
50 INK 0,0:INK 1,6:INK 2,18:INK 3,24:INK 4,2:INK 5,16:INK 6,2
0:INK 7,26
60 GOSUB 260
80 READ circles
90 FOR p=1 TO circles
100 READ x%,y%,r%,c%:x%=x%\2:y
%=y%\2:r%=r%\2
110 GOSUB 150
120 NEXT
140 WHILE 1=1:WEND
150 REM circle
170 PLOT -5,-5,c%
180 ORIGIN x%,0.9*y%
190 FOR i%=0 TO 300 STEP 1+12
0\r%
200 FOR j%=-2 TO r%\150 STEP 2
210 MOVE -r%*c(i%),-0.9*r%*s(i
%)+j%
220 DRAW r%*c(i%),0.9*r%*s(i%
+j%
230 NEXT j%
235 NEXT i%
240 ORIGIN 0,0
250 RETURN
260 REM INITIALISE
270 DIM s(310),c(310)
280 FOR loop%=0 TO 310
290 s(loop%)=SIN(loop%*PI/300)
300 c(loop%)=COS(loop%*PI/300)
310 NEXT loop%
320 RETURN

```

ST/Amiga core

```

10 REM ST/Amiga Circles
20 REM written in STOS/AMOS
40 KEY OFF:MODE 0
50 REM in AMOS use CLS instea
d of MODE 0
80 READ num
90 FOR p=1 TO num
100 READ x,y,r,c
110 INK c:CIRCLE x/4,INT(200-(
y/5.15)),r/4
120 NEXT
130 WAIT KEY

```

Spectrum core

```

10 REM Spectrum Circles
70 GO SUB 260
75 RESTORE
80 READ circles
90 FOR p=1 TO circles
100 READ x,y,r,c:LET x=x/6:LET
y=y/6:LET r=r/6
110 GO SUB 150
120 NEXT p
140 GO TO 140
150 REM CIRCLE
170 INK c
180 LET r=r-2:CIRCLE x,y,r+1
190 FOR i=1 TO 601 STEP INT (1
+40/r)
210 PLOT x-r*c(i),y-r*s(i)
220 DRAW 2*r*c(i),2*r*s(i)
230 NEXT i
240 LET r=r+2:CIRCLE x,y,r:IN
VERSE 1:CIRCLE x,y,r:INVERSE 0
250 RETURN
260 REM INITIALISE
270 DIM s(610):DIM c(610)
280 FOR l=1 TO 610
290 LET s(l)=SIN (l*PI/600)
300 LET c(l)=COS (l*PI/600)
310 NEXT l
320 RETURN

```

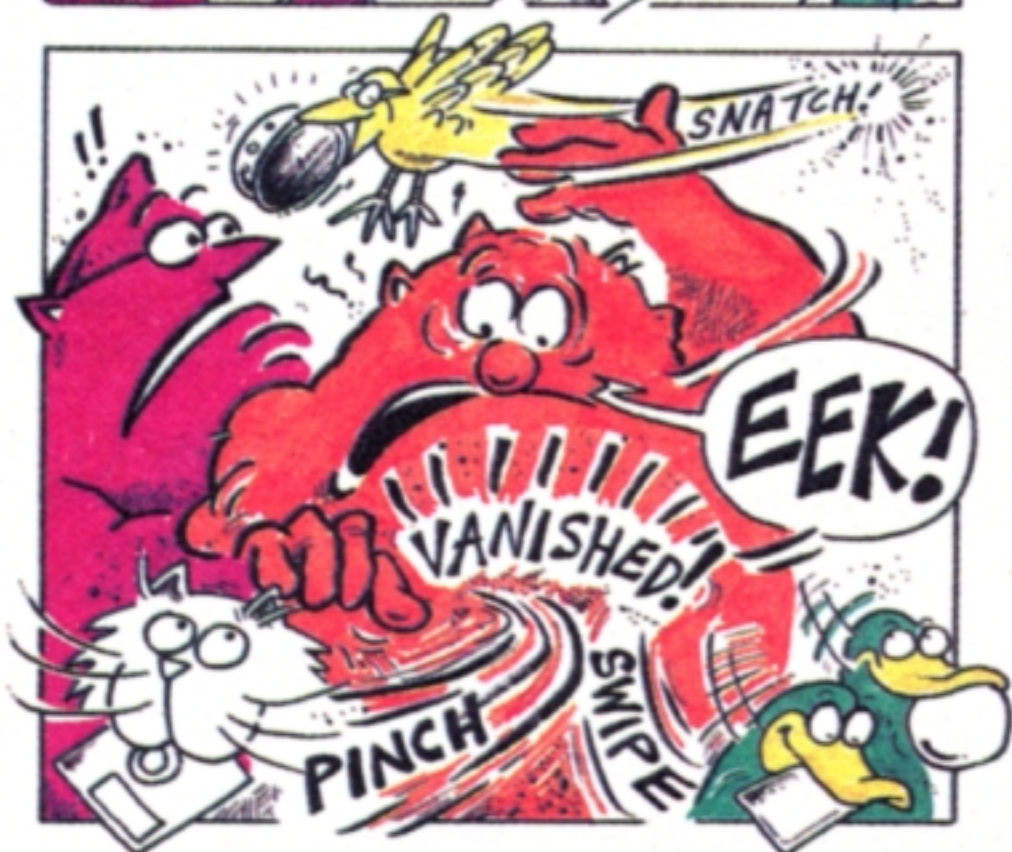
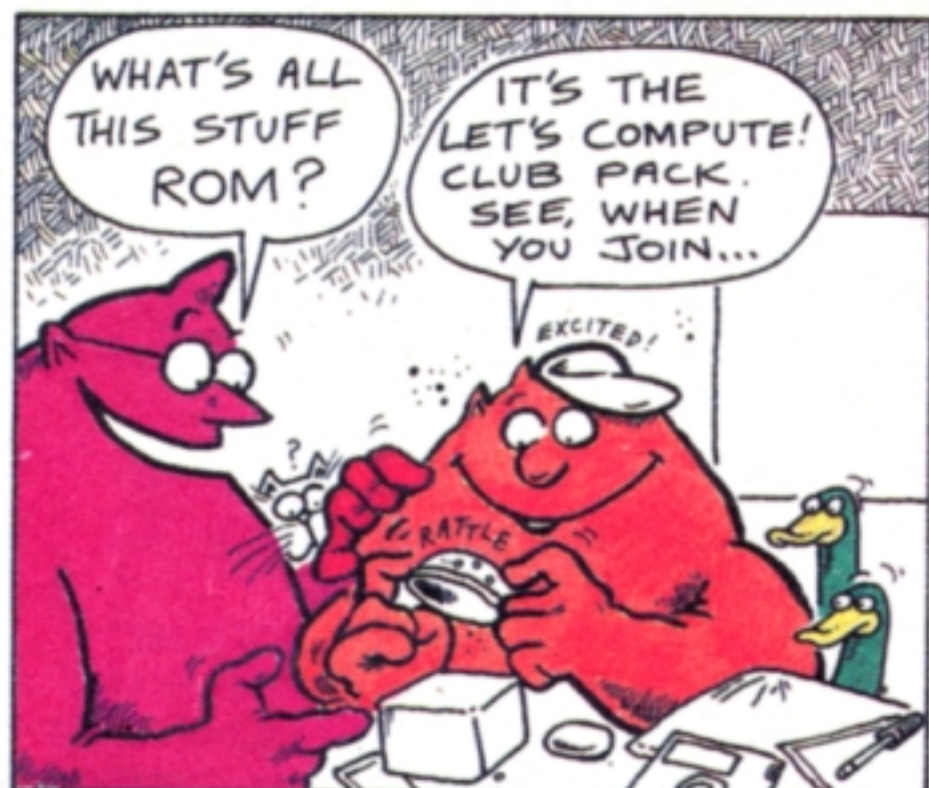
Data for worm

330 DATA 38	530 DATA 710,254,134,0
340 DATA 200,600,200,2	540 DATA 710,254,130,2
350 DATA 170,570,220,0	550 DATA 620,280,154,0
360 DATA 600,600,200,2	560 DATA 620,280,150,2
370 DATA 630,570,220,0	570 DATA 550,350,184,0
380 DATA 160,800,20,2	580 DATA 550,350,180,2
390 DATA 680,800,20,2	590 DATA 450,500,224,0
400 DATA 1200,300,20,2	600 DATA 450,500,220,2
410 DATA 1180,280,34,0	610 DATA 550,500,30,0
420 DATA 1180,280,30,2	620 DATA 550,490,30,2
430 DATA 1150,260,50,0	630 DATA 440,450,130,0
440 DATA 1150,260,46,2	640 DATA 430,490,110,2
450 DATA 1090,240,62,0	650 DATA 300,600,70,7
460 DATA 1090,240,60,2	660 DATA 450,600,70,7
470 DATA 1000,230,80,0	670 DATA 300,500,80,1
480 DATA 1000,230,76,2	680 DATA 335,535,20,7
490 DATA 910,226,94,0	690 DATA 320,520,25,1
500 DATA 910,226,90,2	700 DATA 320,620,30,8
510 DATA 800,230,114,0	710 DATA 470,620,30,8
520 DATA 800,230,110,2	

Data for clown

330 DATA 54	610 DATA 830,540,120,0
340 DATA 1000,500,100,5	620 DATA 830,540,114,5
350 DATA 1000,500,80,0	630 DATA 650,520,120,0
360 DATA 1000,500,74,5	640 DATA 650,520,114,1
370 DATA 1000,400,30,5	650 DATA 700,580,20,7
380 DATA 300,500,100,5	660 DATA 680,570,30,1
390 DATA 300,500,80,0	670 DATA 650,140,70,3
400 DATA 300,500,74,5	680 DATA 520,180,90,3
410 DATA 300,400,30,5	690 DATA 520,100,70,3
420 DATA 650,550,350,5	700 DATA 780,180,90,3
430 DATA 650,450,200,7	710 DATA 780,100,70,3
440 DATA 650,450,160,0	720 DATA 620,160,14,1
450 DATA 650,450,120,7	730 DATA 680,120,14,1
460 DATA 650,450,80,5	740 DATA 720,200,14,1
470 DATA 790,450,50,7	750 DATA 780,220,14,1
480 DATA 510,450,50,7	760 DATA 840,180,14,1
490 DATA 550,700,100,0	770 DATA 810,120,14,1
500 DATA 750,700,100,0	780 DATA 760,160,14,1
510 DATA 550,650,140,5	790 DATA 760,100,14,1
520 DATA 750,650,140,5	800 DATA 780,60,14,1
530 DATA 550,660,100,7	810 DATA 580,200,14,1
540 DATA 570,660,60,4	820 DATA 520,220,14,1
550 DATA 570,660,30,0	830 DATA 460,180,14,1
560 DATA 750,660,100,7	840 DATA 490,120,14,1
570 DATA 730,660,60,4	850 DATA 550,160,14,1
580 DATA 730,660,30,0	860 DATA 550,100,14,1
590 DATA 470,540,120,0	870 DATA 520,60,14,1
600 DATA 470,540,114,5	





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Here's YOUR chance to become a member of the most exclusive club in computing – and save money too!

If you become a founder subscriber to **Let's Compute!** by using the form below, you can also join the Club for just £3 (saving £2).

As soon as we've registered your name we'll send you a giant package of gifts to help you make the most of your computer.

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(Should you prefer to buy Let's Compute! from your newsagent each month, you can still join the Club by paying the normal joining fee of £5. You can do this by filling in the appropriate part of the form below.)

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YES PLEASE!

Tick as required

☐ 3101 Send me the next 12 issues of *Let's Compute!* for the special introductory price of £12 (including postage and packing).

☐ 3102 I'd also like to become a founder member of the *Let's Compute!* Club for the special price of £3 (instead of the regular £5) – so please send me the bumper Club pack with my first issue.

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LET'S
COMPUTE!
CLUB



This is the BBC version – other versions will vary

– and ALL this will be yours!

Your own logo disc or tape for £1!

Turtle graphics is a vital part of any Logo program. And that's what Turtle Logo is. Specially written for the Electron, BBC Micro and Archimedes series, it is on the tape or disc that comes with the Let's Compute! Club bumper pack.

You can find out how to join the Club on Page 32 – and about all the other goodies you can get with it.

However, if you only want Turtle Logo we'll send it to you for just £1 if you complete and return the coupon below

ORDER FORM

Please send me the *Let's Compute!* Turtle Logo. I enclose cheque, postal order or stamps the value of £1.

(Only suitable for Electron, BBC Micro or Archimedes series.)

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Europa House
Adlington Park
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SK10 5NY

BE A TOP TURTLE TEE-SHIRT DESIGNER

– and
WIN a
unique
ribbon
that will
print on
fabric!

How would you like to be able to take a printout from your computer and then simply iron it on to a Tee-shirt for the whole world to admire?

You can do this using special printer ribbons from Morley Electronics that cost £10 each. You can get them for most makes of printer – but only the Star LC10 prints in colour.

The top four entries in this contest will each receive one of these special ribbons. Plus a set of five colour pens with which you can draw your design directly on to a Tee-shirt instead.

And a set of pens will also go to 21 runners-up – making 25 winners in all!

Here's all you have to do

Alongside is a Logo program written by Learna Turtle. It does what he wants – but we are sure you can do it better.

Try it out – but remember you first need to load a Logo language program like our own Turtle Logo (see left).

You'll discover Learna's routine draws a very plain Tee-shirt. Now try writing a program to draw something more stylish. Give it more shape and a decent neckline.

When you've completed your program, send a listing – write it out if you haven't got a printer – plus a printout (or a drawing of how your entry appears on your screen if you have no printer).

Attach the coupon below and post before September 28 to:
**Tee-shirt Contest, Let's Compute! Europa House,
Adlington Park, Macclesfield SK10 4NP.**

**Learna
Turtle's
program:**

FD 300
LT 90
FD 100
RT 90
FD 100
RT 90
FD 400
RT 90
FD 100
RT 90
FD 100
LT 90
FD 300
RT 90
FD 200
RT 90

TEE-SHIRT CONTEST

Name

Address

Post Code

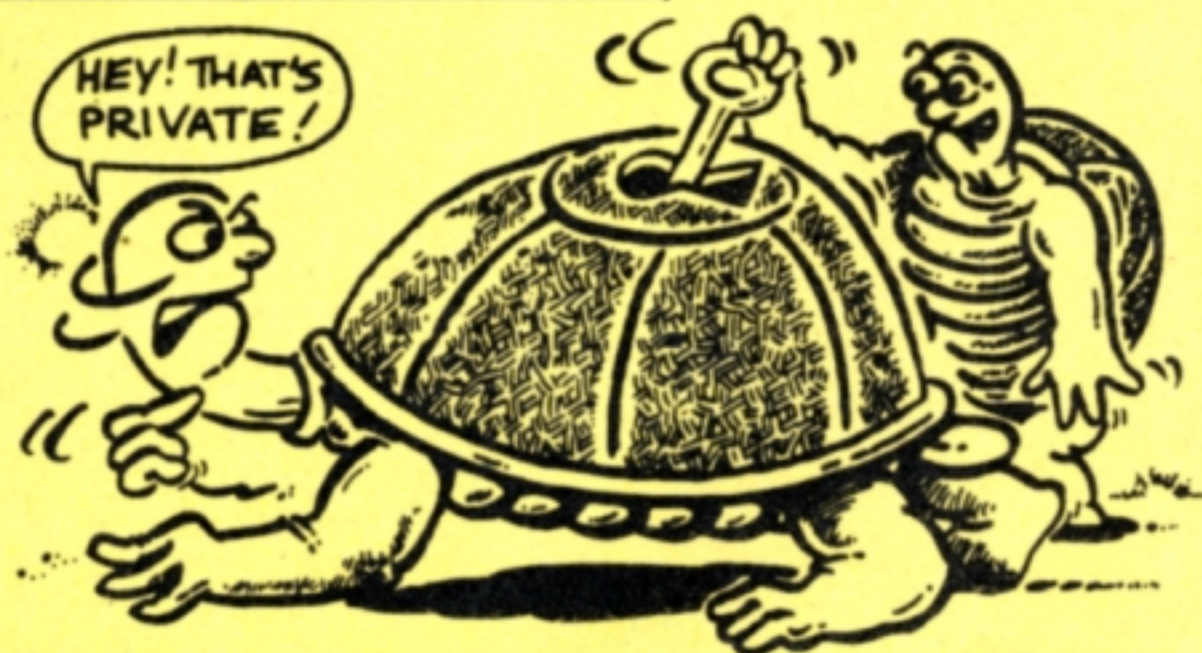
Type of Printer

Watch out for all the
winners' names in
Let's Compute!

LOGO LOWDOWN

BY MICHAEL NOELS

QUESTION:
HOW DO YOU
UNLOCK A
TURTLE?



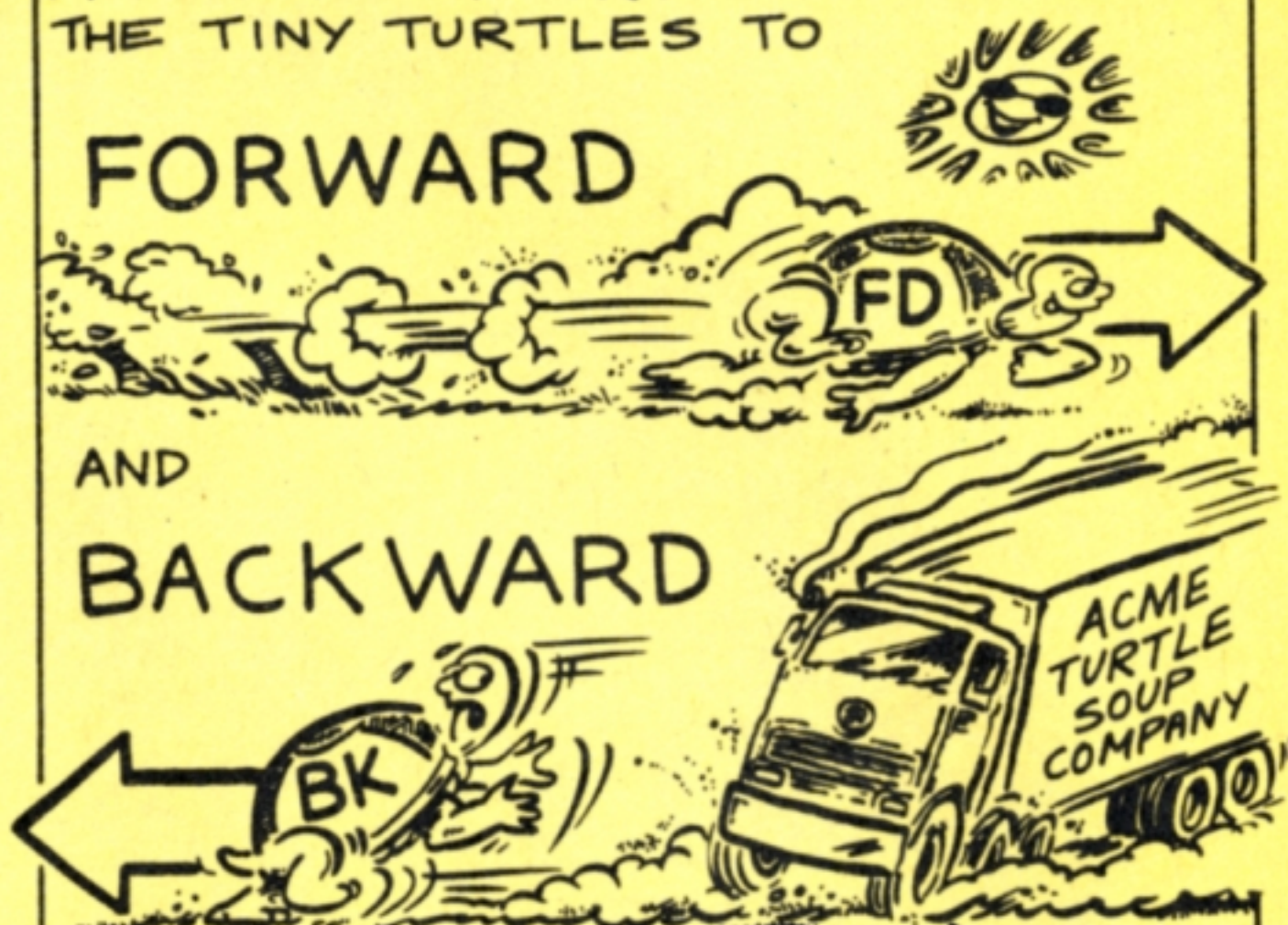
ANSWER:
WITH A **SHELLETON KEY!** HO!HO!

THE STORY SO FAR...
AFTER TEACH TURTLE INTRODUCED
THE TINY TURTLES TO

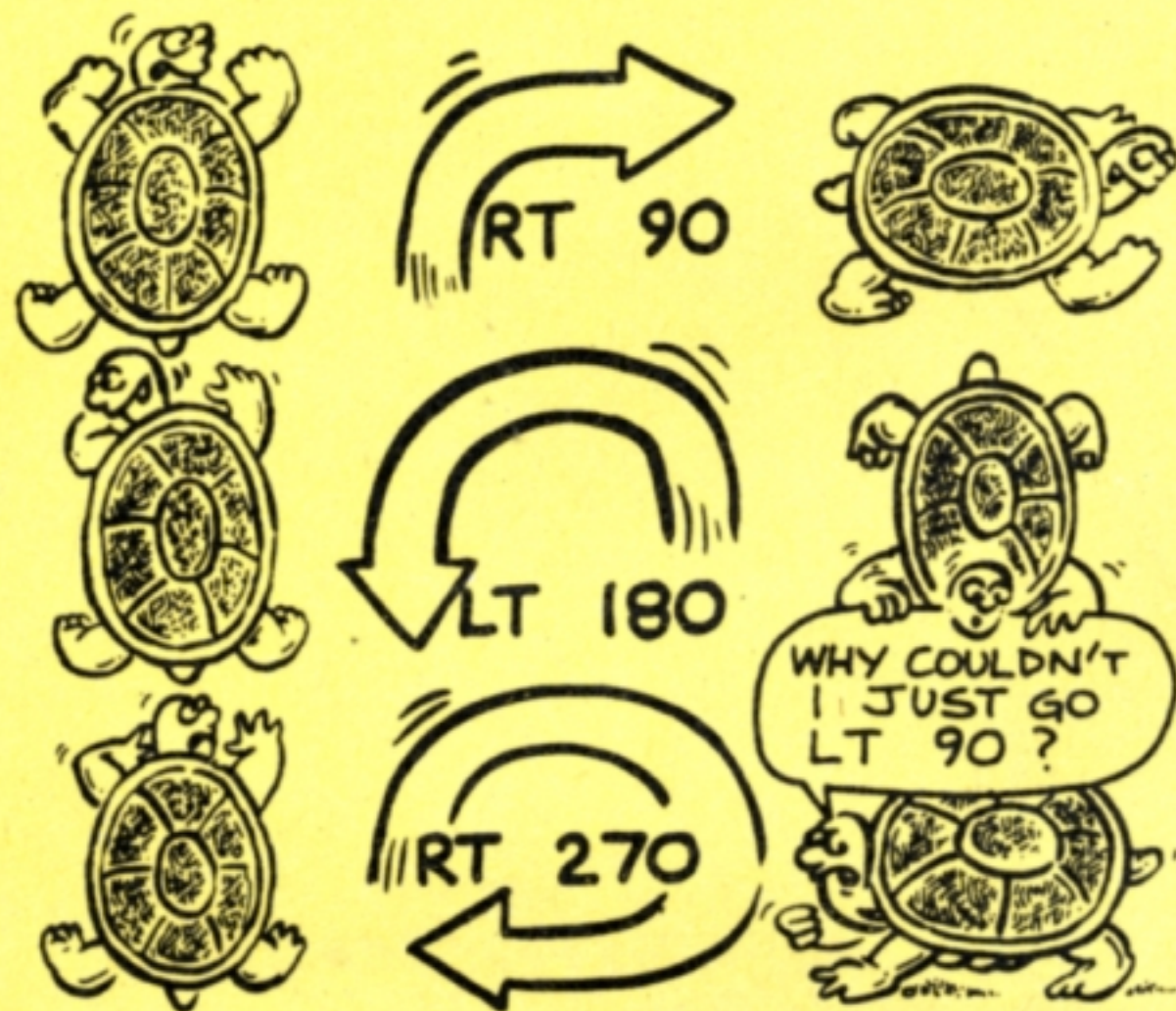
FORWARD

AND

BACKWARD

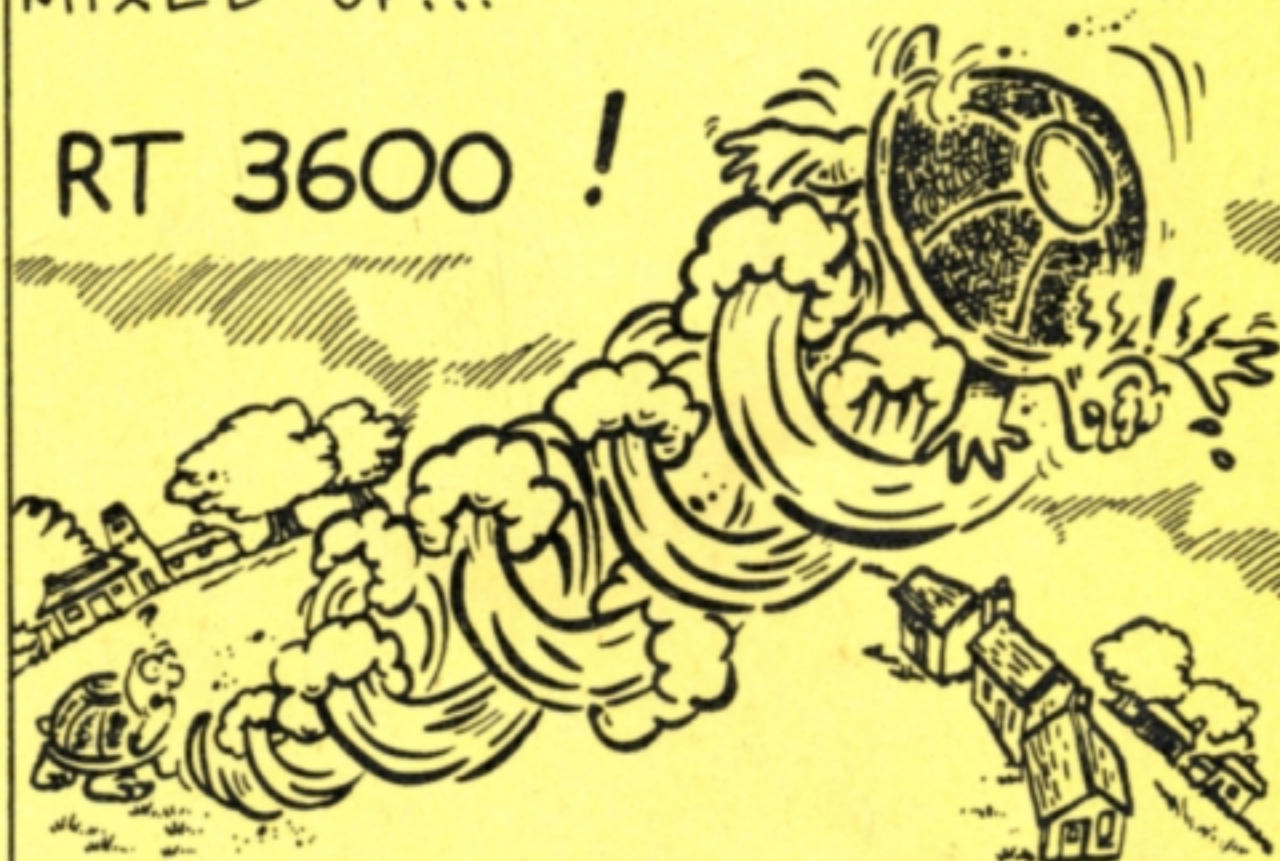


THEY LEARNED HOW TO TURN



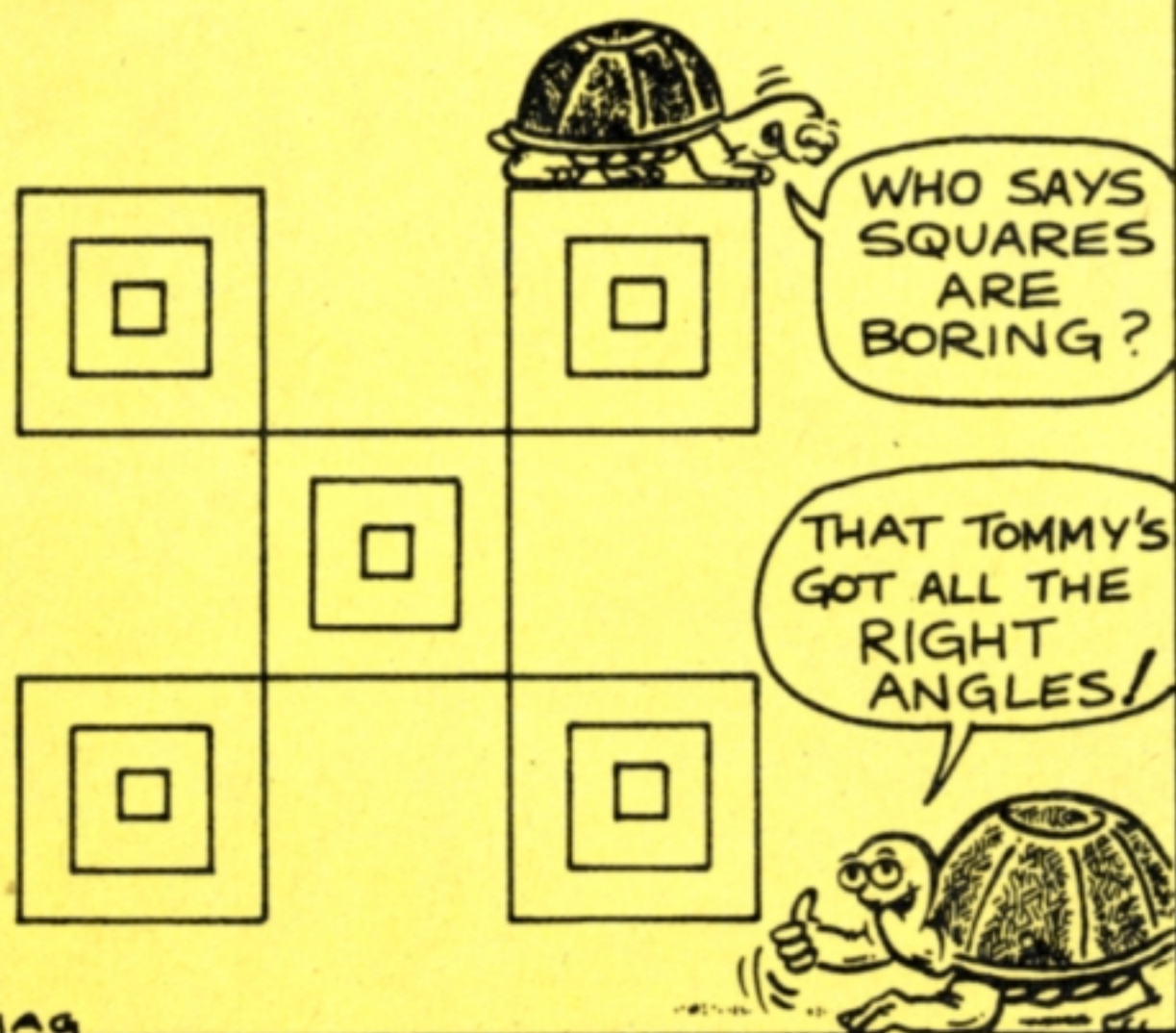
TOMMY TURTLE ALWAYS GOT
HIS HUNDREDS AND THOUSANDS
MIXED UP...

RT 3600 !

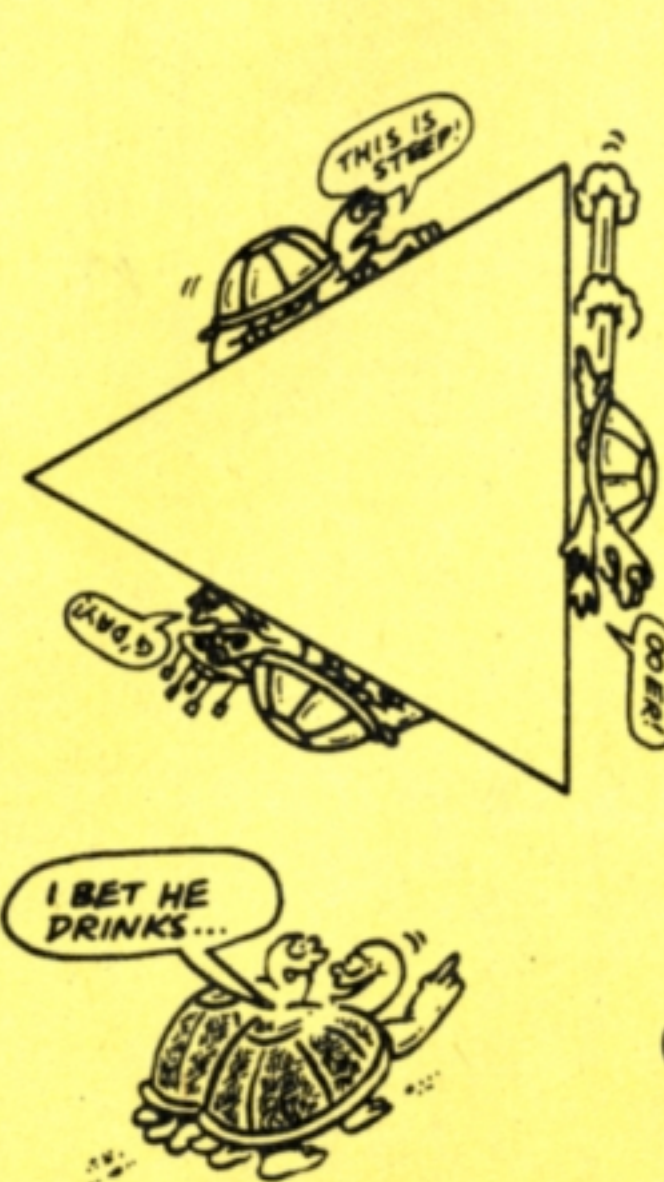


... AND
INVENTED THE HELITURTLE!

NO SOONER HAD THEY MASTERED
QUARTER, HALF, THREE-QUARTER
AND FULL TURNS ...

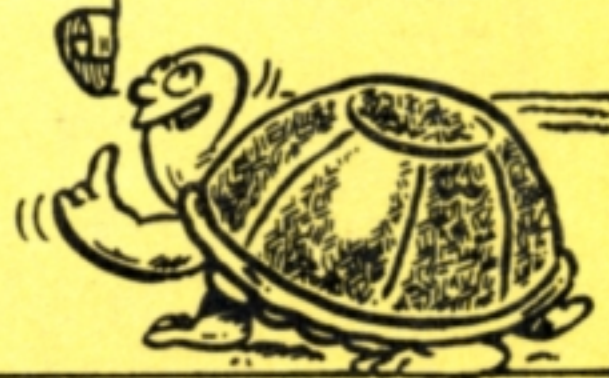


THAN TERRY **TRIANGULATED!**



IT'S JUST

RT 60
FD 200
RT 120
FD 200
RT 120
FD 200

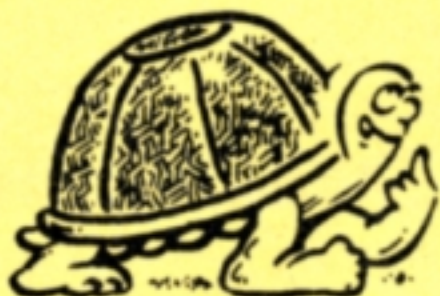


HE'D DISCOVERED:

$$\frac{1}{3} \text{ TURN} = 120$$

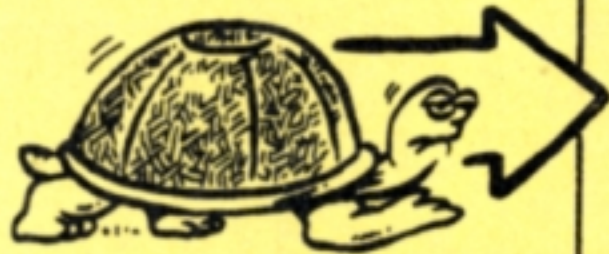
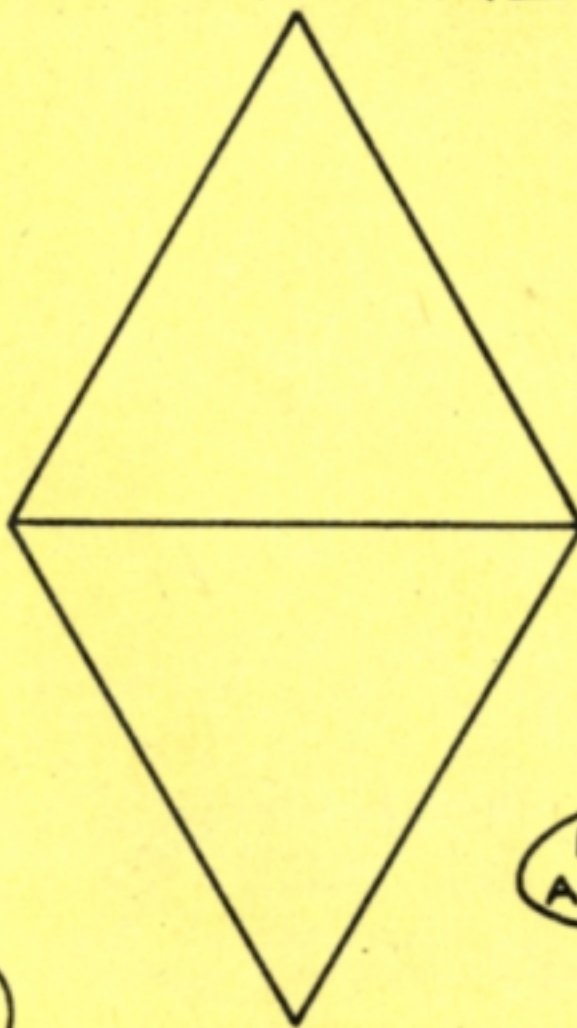
$$\frac{1}{6} \text{ TURN} = 60$$

$$\frac{1}{12} \text{ TURN} = 30$$



HALF AND HALF
AGAIN FOLKS

... AND TURNED THEM INTO ALL
SORTS OF TRIANGLE PATTERNS ...



I CAN'T WAIT FOR
A DOUBLE DIAMOND!

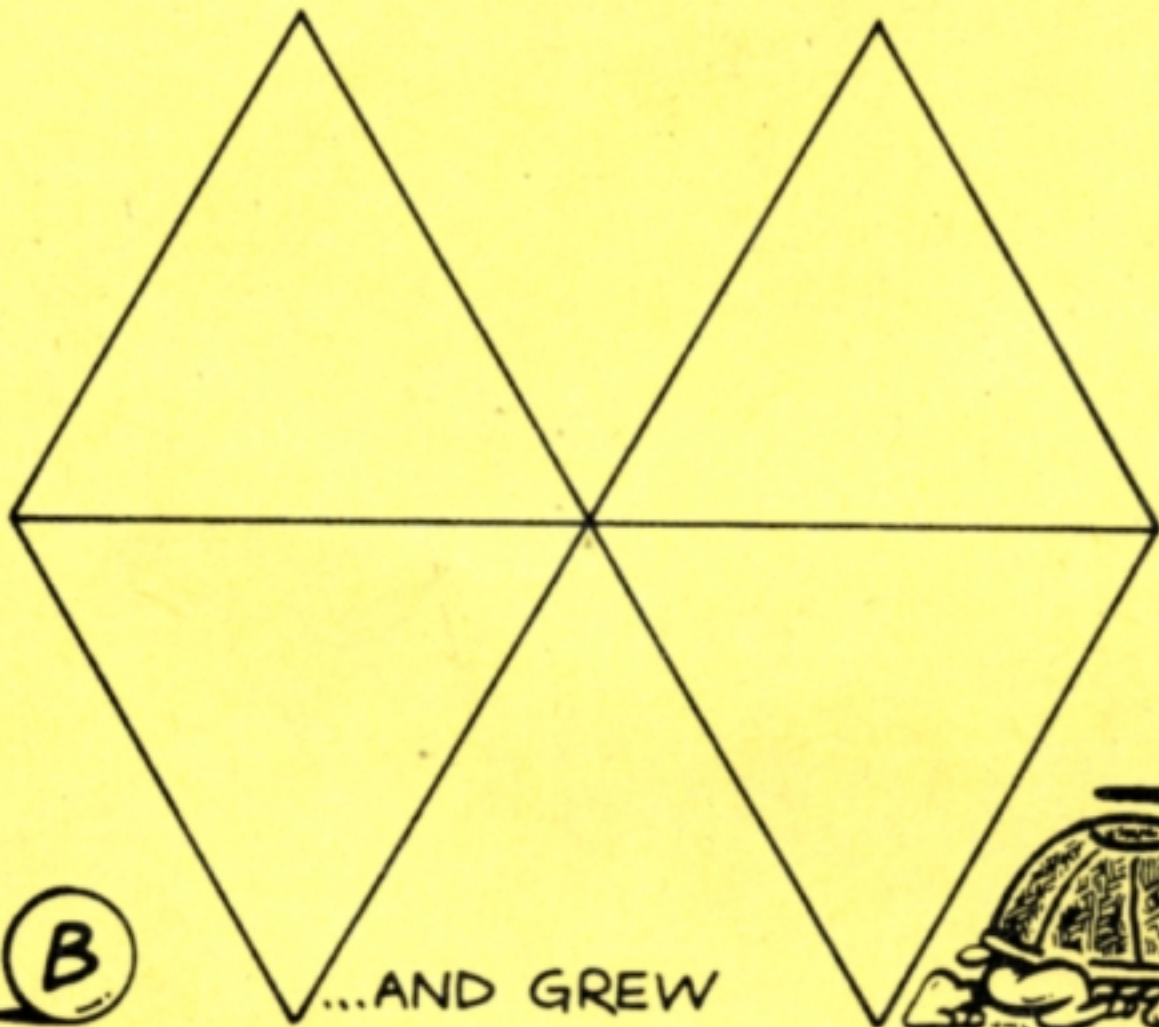
(A)



WHICH GREW...

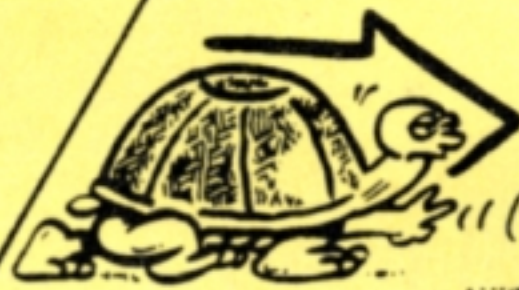
... INTO A HEXAGON

WHAT THE HEX THAT?

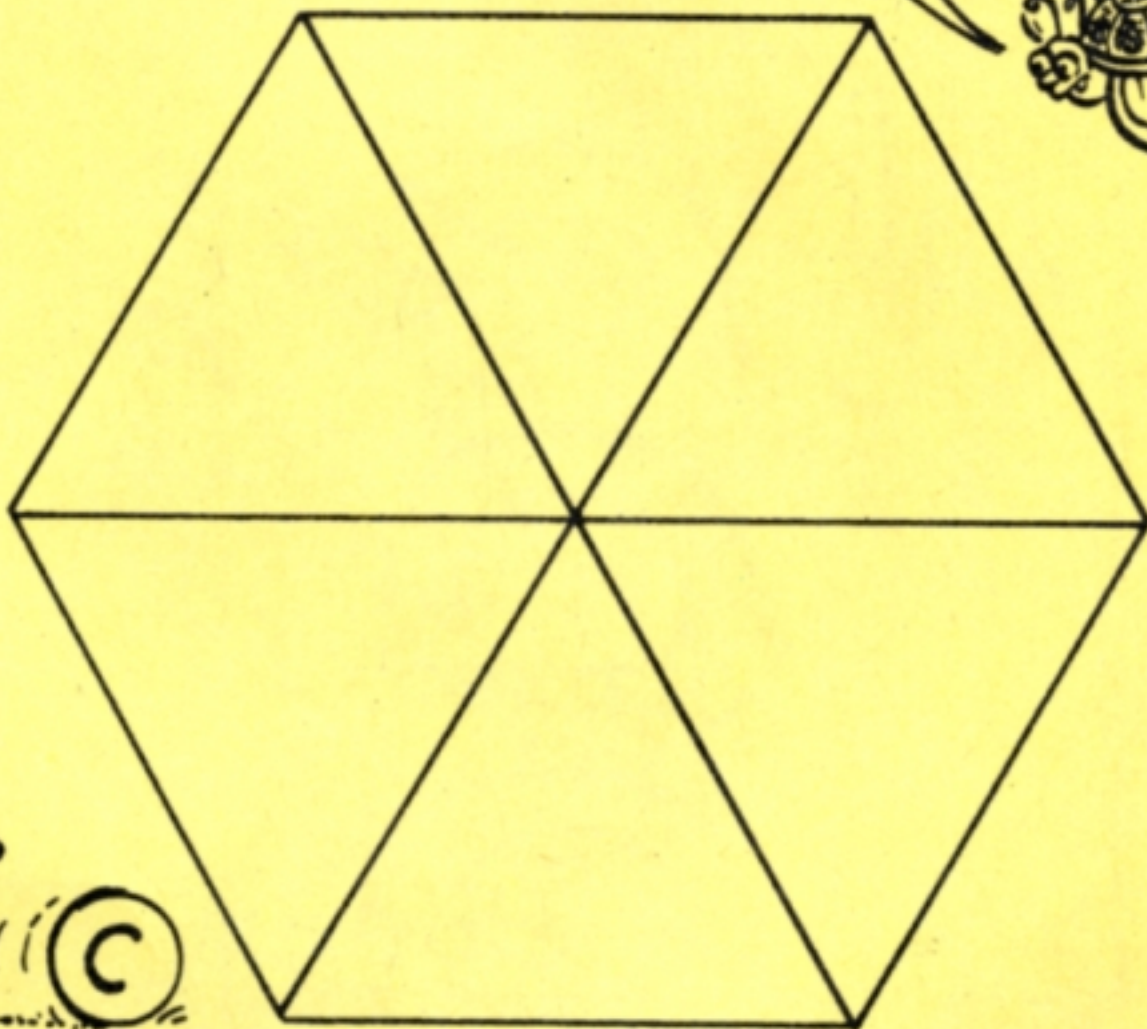


(B)

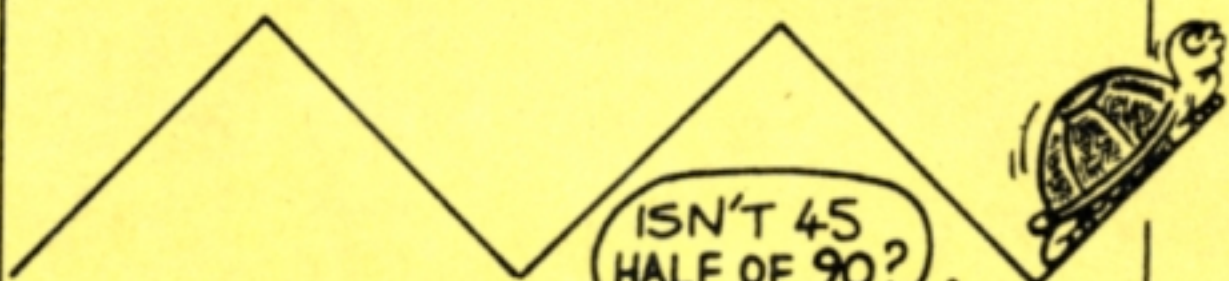
...AND GREW



(C)



SOON ZIG-ZAGS WERE
INVENTED



ISN'T 45
HALF OF 90?



ENTER

RT 45 FD 100 RT 90 FD 100 LT 90

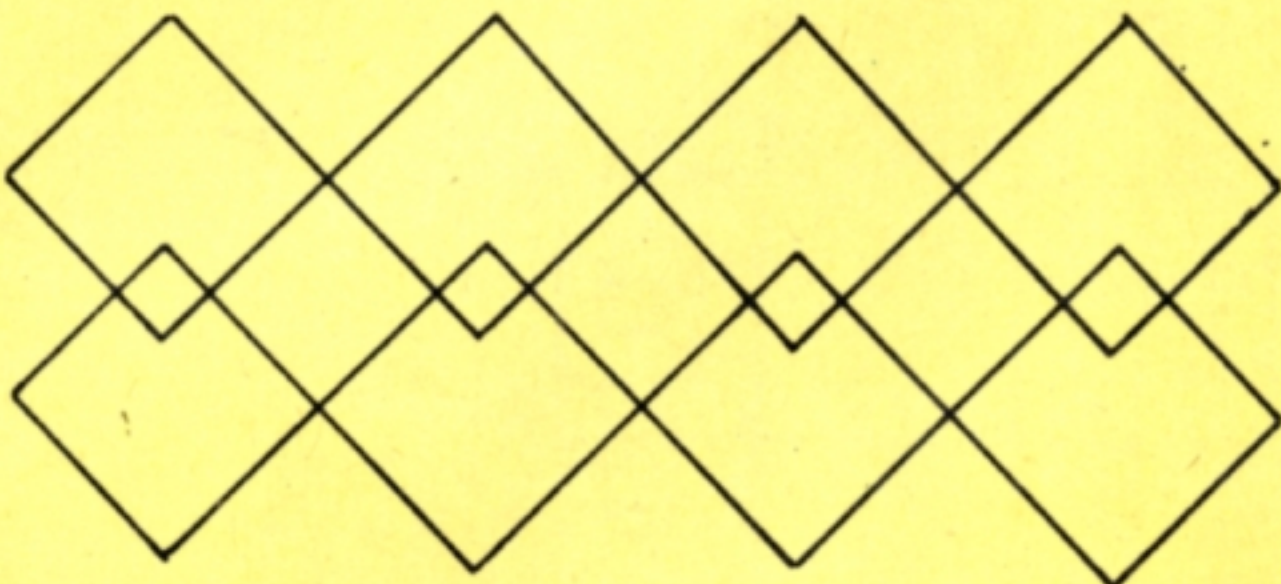
ON **ONE** LINE FOR A ZIG!

SO YOU CAN HAVE
MORE THAN ONE
ON A LINE

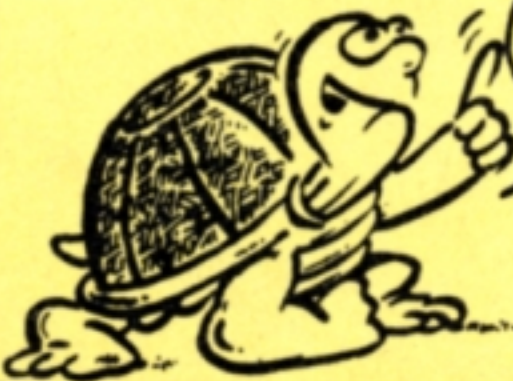
YES, BUT DON'T
FORGET THE
SPACES



AND PATTERNS ABOUNDED



HOW MANY DIAMONDS
CAN YOU DISCOVER?



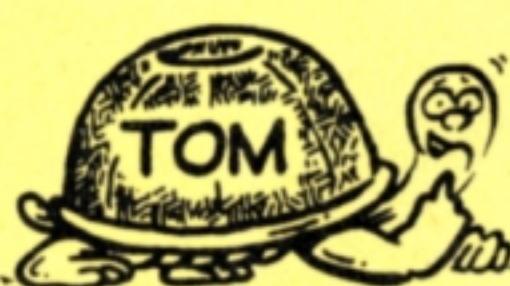
THEN THE TURTLE TWINS NOTICED SOMETHING:

HANG ON! WE'RE REPEATING OURSELVES AN AWFUL LOT


HANG ON! WE'RE REPEATING OURSELVES AN AWFUL LOT




OR IS IT ?

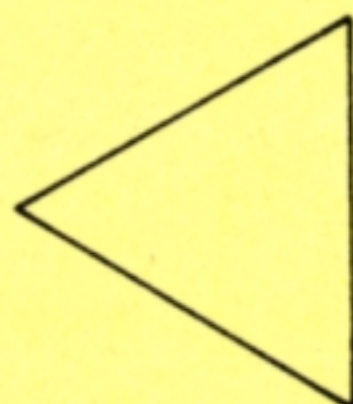


AND SO REPEAT WAS DISCOVERED

REPEAT 2 []
GIVES YOU TURTLE TWINS:



REPEAT 3 []
GIVES YOU TURTLE TRIPLETS



WHO DOES THAT REMIND ME OF ?



SO HOW DID TERESA CREATE THIS TRIANGLE? WAS IT
REPEAT 3 [RT 60 FD 200 RT 120]
OR
RT 60 REPEAT 3 [FD 200 RT 120]

WOULD REPEAT 3 [RT 120 FD 200] WORK? WHAT'S THE DIFFERENCE?

NOTICE HOW REPEAT WORKS

REPEAT 3 [RT 120 FD 200]

↑
THE FIRST WORD

↑
THE NUMBER OF TIMES TO REPEAT

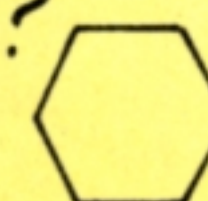
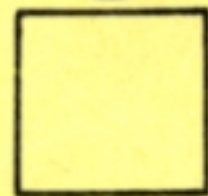
↑
WHAT IS REPEATED [INSIDE SQUARE BRACKETS]



CAN YOU GUESS WHAT THESE COMMANDS DRAW — BEFORE YOU TRY THEM ?

REPEAT 4 [FD 200 RT 90]
REPEAT 12 [FD 200 BK 200 RT 30]
REPEAT 6 [FD 200 RT 60]
REPEAT 12 [FD 100 RT 30]
REPEAT 36 [FD 20 RT 10]

CAN YOU MATCH THE SHAPES TO THEIR COMMANDS?



FINALLY, CAN YOU TELL WHAT THIS DOES ?

REPEAT 6 [RT 60 REPEAT 3 [FD 200 RT 120]]

TERESA WOULD RECOGNISE THE BIT THAT'S UNDERLINED

WHO DOES THAT REMIND ME OF ?



NEXT MONTH WE TEACH OUR TURTLES SOME SHORT CUTS!



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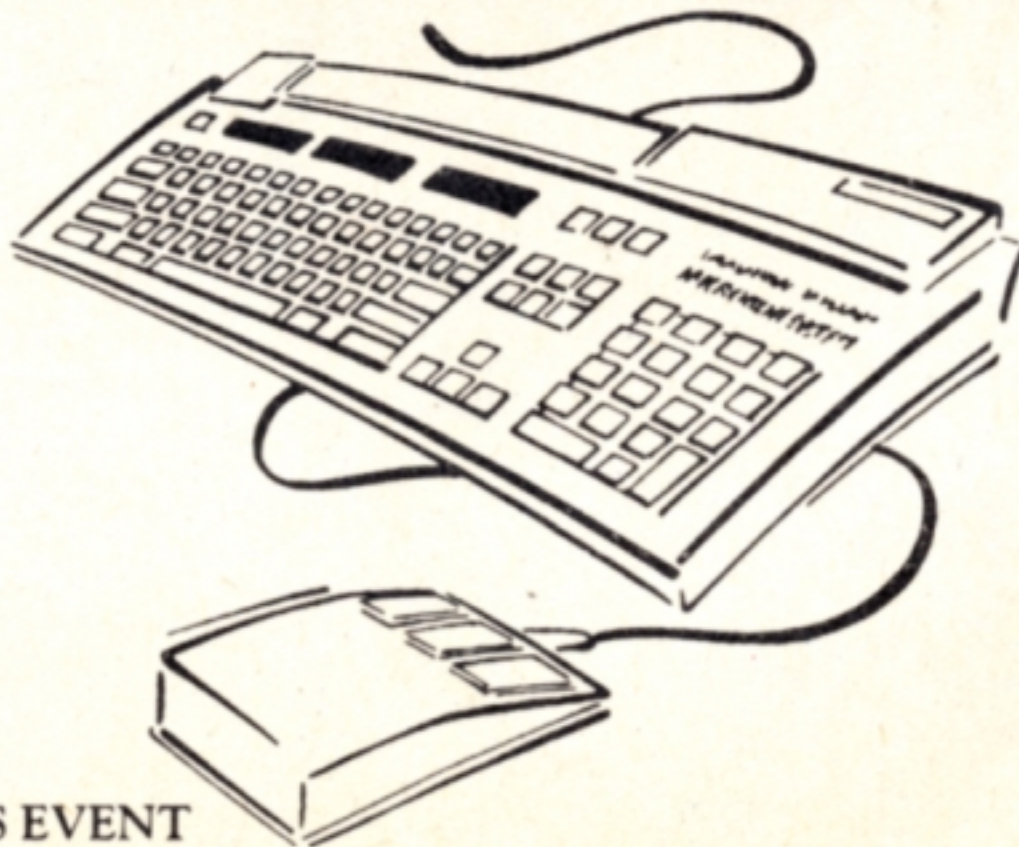
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GAMES MAGIC!

For the
Electron,
Archimedes,
and BBC
only



Last month our ace artist Mike Goldberg showed you how to write your own magic game. Now he lets you into more big secrets. Use a touch of Mike's Magic to add lots more unique bits and pieces to your creation



If you've typed in last month's listing and got a monster roaming round a screen under your control you're well on the way to creating your own action-packed game.

Let's add some more monsters, objects for you to collect and those vital ingredients for any game - score and hyperspace. The listing opposite gives you the extra lines you need.

First you need to **LOAD** last month's listing - or type it in if you haven't done so already.

It's always a good idea to have **DATA** lines at the end of the program. So, as you're going to add some procedures to the program you need to give the data higher line numbers.

Copy all the lines from Line 800 to the end of your program - where they can be easily found. Make the first one Line 8000, and carry on upwards

in steps of 10. The original lines can then be deleted by entering **DELETE 800,1000**.

Now you're ready to add, alter and remove lines to add features to your game.

Just type in the new listing on the page and your program will be modified automatically.

The lines printed in red indicate new lines added. Blue indicates lines altered. And if you just type the line numbers shown in green the appropriate lines will be removed.

The orange areas show you the new procedures. The **REM**

lines explain what they do. When you've made these changes **SAVE** the game before you **RUN** it.

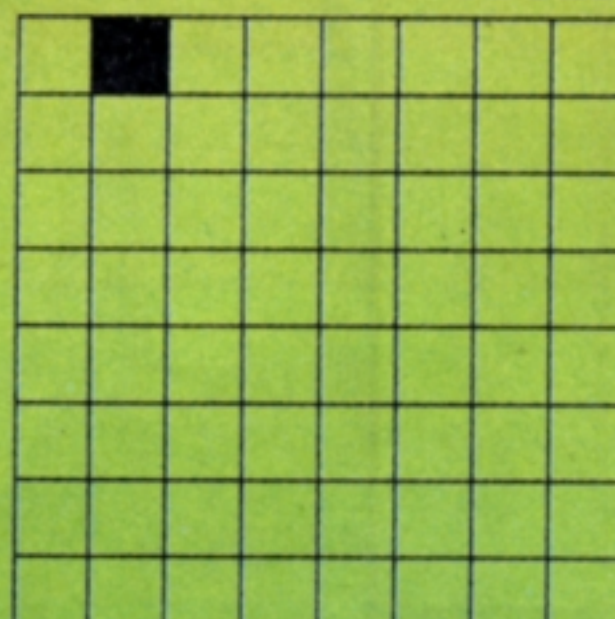
Your game will now have lots of features and you've taken the next step towards a super mega game.

The Baddies and objects are made up from characters defined by **VDU23** instructions in Lines 251 to 254.

If you already know how to define shapes yourself you can change them now.

But a word of warning: You **MUST** include the pixel shown on the left in any Baddies you design yourself.

Why? Because this pixel is used as a collision detector. It enables the program to show where the Baddy is at any time.



1 character width


```

55 W%=4:n%=8
71 DIMUX(W%),VX(W%)
72 DIMDX(3),EX(3)
73 DIMOX(n%),OYX(n%)
75 REPEAT
85 REPEAT
120 PROCdelay(5)
132 PROCbad
140 UNTILend%=10Rc%=n%
141 IFc%=n%PROCnext
142 COLOUR2:COLOUR128:PRINTTAB(4,30)"P
RESS SPACE"
145 *FX15
146 REPEATUNTILGET=32
147 UNTILend%=1
149 UNTILO
171 DX(0)=0:DX(1)=1:DX(2)=0:DX(3)=-1
172 EX(0)=-2:EX(1)=0:EX(2)=2:EX(3)=0
175 COLOUR1:PRINTTAB(0,1)"LIVES SCORE
: LEVEL"
178 end%=0
251 VDU23,225,231,165,231,36,60,60,102
,195
252 VDU23,226,153,189,255,255,255,127,
60,219
253 VDU23,227,126,66,82,82,74,66,60,24
254 VDU23,228,24,24,24,24,24,24,60,126
341 HS=KS+CHRS3+CHRS225+DS+CHRS226
342 CS=KS+CHRS1+CHRS227+DS+CHRS228
345 W%=4:S%=0
346 LX=3:LX=1:r%=8000
347 n%=8
348 COLOUR128:COLOUR2:PRINTTAB(7,2)"00
0000"
372 RESTOREr%
375
376 VDU28,0,31,19,4:CLS:VDU26
420 READXS:IFXS="STOP"r%=8000:RESTORE
X:READXS
531 COLOUR128
532 FORIX=0TON%-1
533 GOSUB5000:OXX(IX)=fX:OYX(IX)=gX
534 PRINTTAB(fX,gX)CS
536 NEXT
580 COLOUR128:COLOUR2
582 PRINTTAB(2,2);LXTAB(17,2);LX
600 GOSUB5000:XX=fX:YX=gX
602 PRINTTAB(XX,YX)YS(0)
605 FORIX=0TOWX-1:GOSUB5000:UX(IX)=fX:
VX(IX)=gX:PRINTTAB(UX(IX),VX(IX))HS:NEXT
610
615 z%=0:h%=0:bh%=0
616 c%=0
685
686 IFINKEY-1PROCchs:IFSX>0SX=S%-500:PR
INTTAB(7,2)"000000":PROCscore(0)
725 PX=POINT(pX,qX)
730 IFPX<>0PROCchit:IFhX=0ENDPROC
775 IFhX>0PROCcacton:hX=0
790 REM ** BADDIES **
800 DEFPROCbad
810 RX=RND(4)-1
820 pX=(UX(zX)+DX(RX))*64+8
830 qX=1020-((VX(zX)+EX(RX))*32)
840 IFPOINT(pX,qX)<>0PROCbadhit:IFbhX=
0zX=(zX+1)MOD(WX):ENDPROC
850 PRINTTAB(UX(zX),VX(zX))BS
860 UX(zX)=UX(zX)+DX(RX):VX(zX)=VX(zX)
+EX(RX)
870 PRINTTAB(UX(zX),VX(zX))HS
880 zX=(zX+1)MOD(WX)
890 IFbhX>0PROCbadacton:bhX=0
1000 ENDPROC
1010 REM ** HYPERSPACE **
1020 DEFPROCchs
1022 SOUND2,-13,200,1
1025 GOSUB5000
1050 PRINTTAB(XX,YX)BS:XX=fX:YX=gX
1055 FORIX=1TO3:PROCdelay(5):PRINTTAB(X
X,YX)BS:PROCdelay(5):PRINTTAB(XX,YX)YS(Z
X):NEXT
1060 ENDPROC
1070 REM ** HIT? **
1080 DEFPROCchit
1090 hX=0
1100 FORIX=0TOWX-1
1110 IFXX+X=UX(IX)ANDYX+YX=VX(IX)hX=1
1120 NEXT
1125 IFhX>0ENDPROC
1130 FORIX=0TON%-1
1135 IFXX+X=OXX(IX)ANDYX+YX=OYX(IX)hX=
2
1140 NEXT
1190 ENDPROC
1200 REM ** ACTION **
1210 DEFPROCcacton
1220 IFhX=1ANDLX>0LX=LX-1:COLOUR128:CO
LOUR2:PRINTTAB(2,2);LX:SOUND1,-12,90,1:IF
LX>0PROCchs
1222 IFhX=2SOUND3,-13,0,1:PROCscore(500
):cX=cX+1
1230 IFLX=0endX=1
1250 ENDPROC
1260 REM ** BAD ACTION **
1265 DEFPROCbadacton
1270 IFbhX=1ANDLX>0LX=LX-1:COLOUR128:CO
LOUR2:PRINTTAB(2,2);LX:SOUND1,-12,190,1:
IFLX>0PROCchs
1272 IFbhX=2SOUND2,-15,230,1:GOSUB5000:
OXX(woX)=fX:OYX(woX)=gX:PRINTTAB(fX,gX)C
S
1285 IFLX=0endX=1
1290 ENDPROC
1305 REM ** BAD HIT **
1310 DEFPROCbadhit
1315 bhX=0
1320 IFUX(zX)+DX(RX)=XXANDVX(zX)+EX(RX)
=YXbhX=1
1322 FORIX=0TON%-1
1324 IFUX(zX)+DX(RX)=OXX(IX)ANDVX(zX)+E
X(RX)=OYX(IX)bhX=2:woX=IX
1326 NEXT
1390 ENDPROC
1400 REM ** SCORE **
1410 DEFPROCscore(sX)
1420 SX=SX+sX:dX=LENSTR$(SX)
1430 PRINTTAB(13-dX,2);SX
1440 ENDPROC
1450 REM ** NEXT SCREEN **
1455 DEFPROCnext
1460 rX=rX+10
1462 LX=LX+1
1490 ENDPROC
1500 REM ** DELAY **
1510 DEFPROCdelay(addX)
1520 delayX=TIME+addX:REPEATUNTILTIME>d
elayX
1530 ENDPROC
5000 REPEATfX=RND(18):gX=(RND(11)+2)*2:
pX=fX*64+8;qX=1020-(gX*32):UNTILPOINT(pX
,qX)=0:RETURN

```

WHOOOPS!

In last month's Editor listing, there's a - on the end of line 1090. We don't know how it got there but you should leave it out. The correct line is:

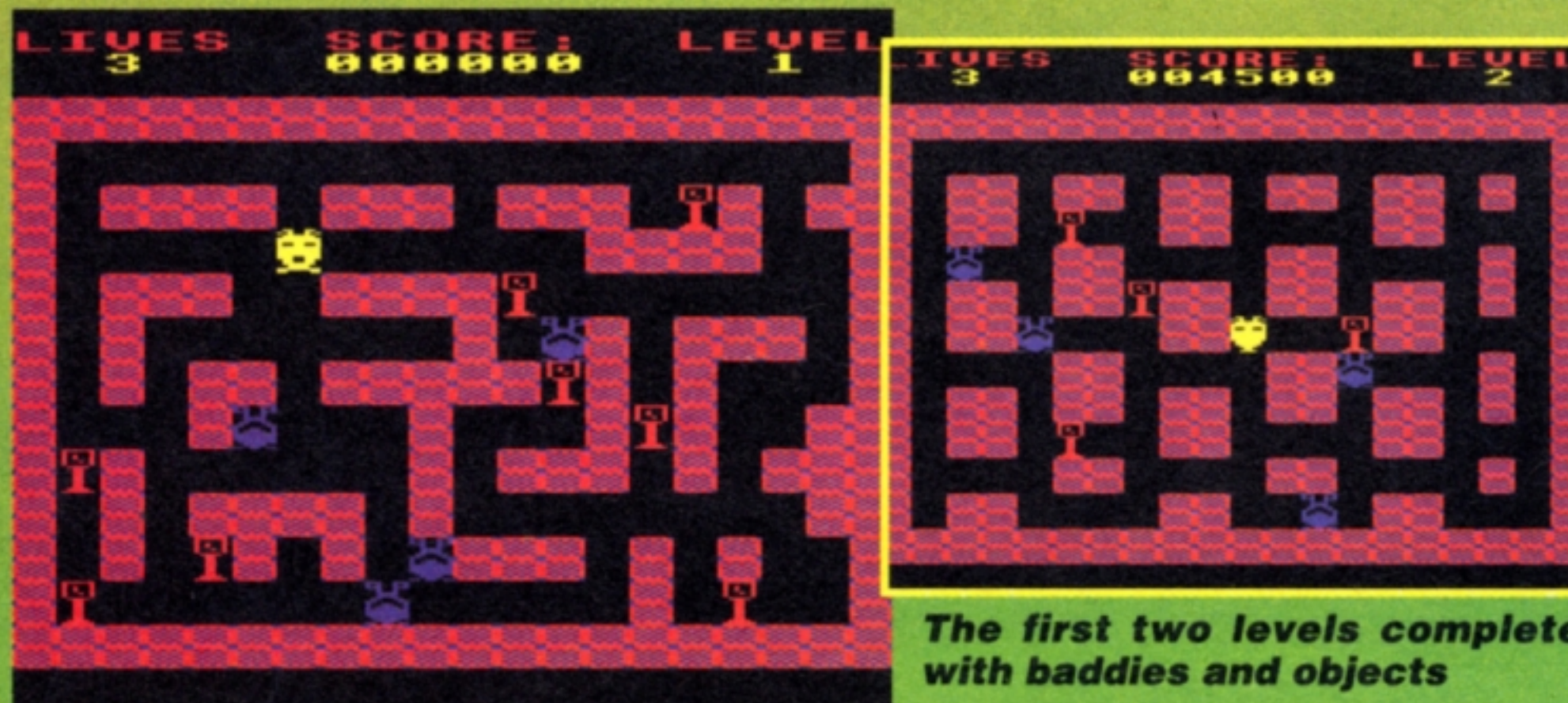
1090 DEFPROCwhich1

The new features are:

Baddies: These get in your way. If you touch one you lose a life and move to another place on the screen. You can have as many or as few baddies as you want by changing the number that W% is set to in Lines 55 and 345.

Objects: They are scattered around everywhere. The aim is to collect all of them in order to reach the next screen. You can alter how many there are by changing n% in Lines 55 and 347. Each object you collect scores 500 points but you can change this to any number you want. Just alter the figure 500 in Line 1222.

Hyperspace: This is a feature of all good games. It lets you get out of the way quickly as baddies approach. To move to another part of the screen press Shift - but you lose 500 points. You can alter these in Line 686.



The first two levels complete with baddies and objects

The main listing for the game was in last month's *Let's Compute!* It is also on the software that comes FREE when you join the *Let's Compute! Club*.

Full details are on Pages 32-33



MR SHOCK -
GET ME THE
NEW 32 BIT
COMPUTER-
CONTROLLED
SAUCE-
SHAKER!

SWIVEL

180 LINE

FOR AMUSEMENT
ONLY

HOLD

BUT CAPTAIN,
IT'S BEING
USED TO
COOL THE
ENGINES...

SALE
PRICE
\$15

SHACKLE-
STONES
ORIGINAL
HI-SEAT

BRIDGE TO ENGINE ROOM - GET ME CHIEF ENGINEER SLOP!

WHUMP!

SLOP HERE CAPTAIN!

SMASH BEEP

2 MINUTES LATER...

WARNING ENGINES OVERHEATING

SHAKE!

THAT'S MORE LIKE IT!

85

SQUIDGE

32 BIT RISKY TECHNOLOGY

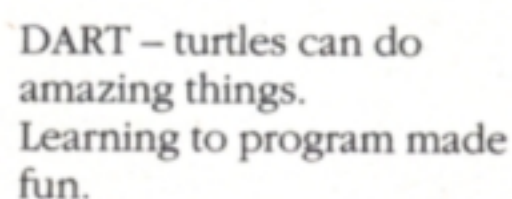
KA-BOOM

OH DEAR

58

WILL THE CREW SURVIVE WITHOUT KETCHUP? KETCHUP WITH THE OPEN NEXT MONTH!

MAKE A
STAR-
DATE
WITH
CAPTAIN
DIM BIRK
AND
HIS
INTREPID
CREW
NEXT
MONTH
-ONLY
IN
LET'S
COMPUTE!



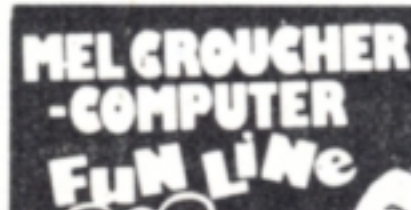
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Available on the BBC or Electron, there is the arcade section where you choose who you play and for how long.

A bird's eye view of the match and witty comments from the TV presenter add to the fun.

If you fancy your chances as the next England manager, you can have a go yourself in the management section.

You can start anywhere in the football league,



If you have been following the World Cup you might have picked up enough information to win one of these games.

Answer the five questions correctly on the form below, fill in your name and address, and the first 24 correct entries will collect one of these prizes.

All entry forms must arrive at **Let's Compute!** before September 28

fighting for promotion and avoiding relegation. Buy and sell players as you form the team you reckon will take you to the top.

Lose and you can always try again - but with different tactics.

ENTRY FORM

CAN YOU SAY:

1. Which England player has retired?

- a) Peter Shilton
- b) Paul Gascoigne
- c) Gary Linekar

2. Who won the 1986 and 1990 World Cups?

- a) Argentina and Germany
- b) Germany both times
- c) Italy and Germany

3. Which award did the England team win in 1990?

- a) The World Cup
- b) The Fair Play Cup
- c) The Runners-up medal

4. Where will the 1994 World Cup be held?

- a) Italy b) Germany c) USA

5. Who is the manager of the Irish team?

- a) Bobby Charlton b) Jack Charlton c) Cliff Charlton

ANSWERS

1. _____
2. _____
3. _____
4. _____
5. _____

Name _____

Address _____

Postcode _____ Age _____

My computer is: _____

Send your completed entry form to: Superior Competition, **Let's Compute!** Europa House, Adlington Park, Macclesfield SK10 4NP.

Watch out for all the winners' names in **Let's Compute!**

SUMMER MADNESS SALE SUMMER MADNESS SALE

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on my next
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next century start?

When will Christmas Day
next be on a Sunday?

Will Bonfire Night
be at the weekend?

BACK TO THE Future

Stephen Wade
invites you to be a
time traveller – and
unlock the secrets of
the calendar

Want to know which day of the
week a certain date falls on?
It's a real doddle with this
program!

Type in the core, and then the
extra lines for your micro – and
SAVE it.

When the program is RUN,
you are asked to enter the day
number, the month number and
the year of the date you are
interested in. Type these in
using numbers. For example,
the 25th of December 1990
would be entered as:

Day number : 25
Month : 12
Year : 1990

And that's all there is to it. You'll
be told the day of the week on which
that date falls.

If you want to quit the program press
Return each time the computer asks you
a question. If no day, month and year are
entered the program automatically ends.

ST/Amiga using STOS/AMOS

```
40 DIM d$(7)
80 KEY OFF:CLS
100 REPEAT
170 LOCATE 0,0 : CENTRE "DAY OF THE WEEK"
240 IF d=0 AND m=0 AND y=0 THEN
N CLS : END
250 IF m<3 THEN m=m+12 : DEC y
260 a# = d+2*m+INT(0.6*(m+1))+y+
INY(y/4)-INT(y/100)+INT(y/400)+2
270 a# = INT(((a# / 7) - INT(a# / 7)) * 7
)+1.5)
290 PRINT d$(a#)
310 REPEAT
320 UNTIL INKEY$<>" "
330 UNTIL 0
```

Commodore 64/128

```
40 DIM D$(7)
150 PRINT CHR$(147);
170 PRINT "DAY OF THE WEEK"
180 PRINT:PRINT
240 IF D=0 AND M=0 AND Y=0 THEN
N PRINT CHR$(147);:END
250 IF M<3 THEN M=M+12:Y=Y-1
260 A=D+2*M+INT(.6*(M+1))+Y+(Y
DIV 4)-(Y DIV 100)+(Y DIV 400)+
2
270 A=INT((A/7-(A DIV 7))*7+1.
5)
290 PRINT D$(A)
310 GET AS:IF AS="" THEN 310
320 GOTO 150
```

Amstrad CPC

```
40 DIM d$(7)
80 MODE 1
90 PRINT CHR$(2)
100 WINDOW 5,36,5,21
110 INK 0,24
120 INK 1,2
130 PAPER 1
140 PEN 0
160 WINDOW 6,35,6,20
170 PRINT TAB(8) "DAY OF THE WE
EEK"
180 WINDOW 6,35,8,20
190 WHILE 1=1
200 CLS
205 PRINT:PRINT
240 IF d=0 AND m=0 AND y=0 THEN
N INK 0,1:INK 1,24:WINDOW 1,40,1
,25:PEN 1:PAPER 0:CLS:END
250 IF m<3 THEN m=m+12:y=y-1
260 a=d+2*m+INT(0.6*(m+1))+y+(
y\4)-(y\100)+(y\400)+2
270 a=INT((a/7-(a\7))*7+1.5)
290 PRINT d$(a)
310 WHILE INKEY$<>" ":WEND
320 WHILE INKEY$="" :WEND
330 WEND
```

Spectrum

```
40 DIM d$(7,9)
170 PRINT TAB 8;"DAY OF THE WE
EK"
180 PRINT:PRINT
240 IF d=0 AND m=0 AND y=0 THEN
N CLS:STOP
250 IF m<3 THEN LET m=m+12:LE
T y=y-1
260 LET a=d+2*m+INT (0.6*(m+1)
)+y+INT (y/4)-INT (y/100)+INT (y
/400)+2
270 LET a=INT ((a/7-INT (a/7))
*7+1.5)
290 PRINT d$(a)
310 IF INKEY$<>" " THEN GO TO 3
10
320 IF INKEY$="" THEN GO TO 32
0
330 GO TO 150
```

THE CORE (ALL micro's)

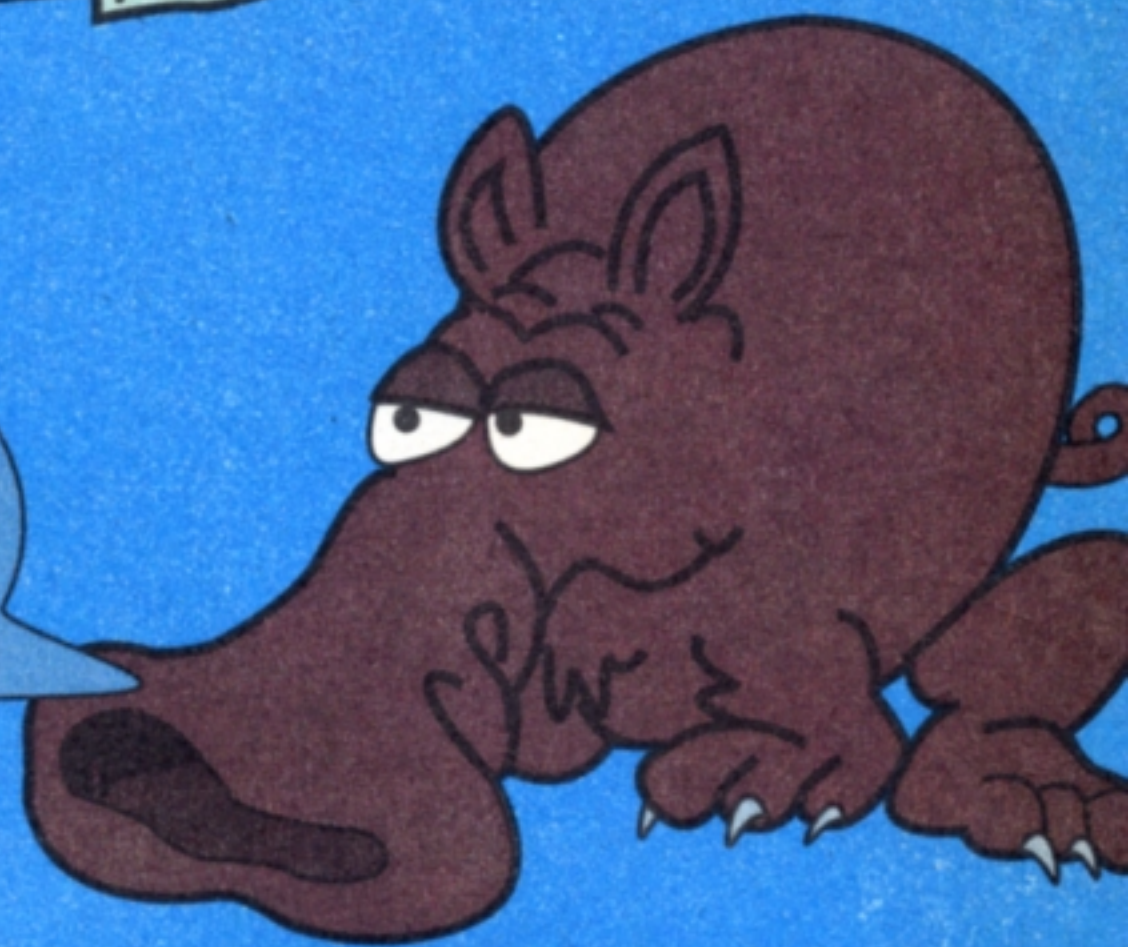
```
10 REM Day of the week
20 REM by Stephen Wade
30 REM (c) Let's Compute!
50 FOR n=1 TO 7
60 READ d$(n)
70 NEXT n
150 CLS
210 PRINT:INPUT "Day number :
";d
220 PRINT:INPUT "Month : ";m
230 PRINT:INPUT "Year : ";y
280 PRINT:PRINT:PRINT "The day
is ";
300 PRINT:PRINT "Press a key..
"
340 DATA "Saturday","Sunday","
Monday"
350 DATA "Tuesday","Wednesday"
360 DATA "Thursday","Friday"
```

Electron/BBC Micro/Archimedes

```
40 DIM d$(7)
80 MODE 6
90 VDU 23,1,0;0;0;0;
100 VDU 28,4,20,35,4
110 VDU 19,0,3,0,0,0
120 VDU 19,1,4,0,0,0
130 COLOUR 129
140 COLOUR 0
160 VDU 28,5,19,34,5
170 PRINT TAB(8)"DAY OF THE WE
EK"
180 VDU 28,5,19,34,7
190 REPEAT
200 CLS
205 PRINT:PRINT
240 IF d=0 AND m=0 AND y=0 THEN
N VDU 20,26:CLS:END
250 IF m<3 THEN m=m+12:y=y-1
260 a=d+2*m+INT(.6*(m+1))+y+(y
DIV 4)-(y DIV 100)+(y DIV 400)+
2
270 a=INT((a/7-(a DIV 7))*7+1.
5)
290 PRINT d$(a)
310 REPEAT
320 UNTIL GET
330 UNTIL 0
```




Build a gadget that lets
you play a great game
- with a sauce bottle



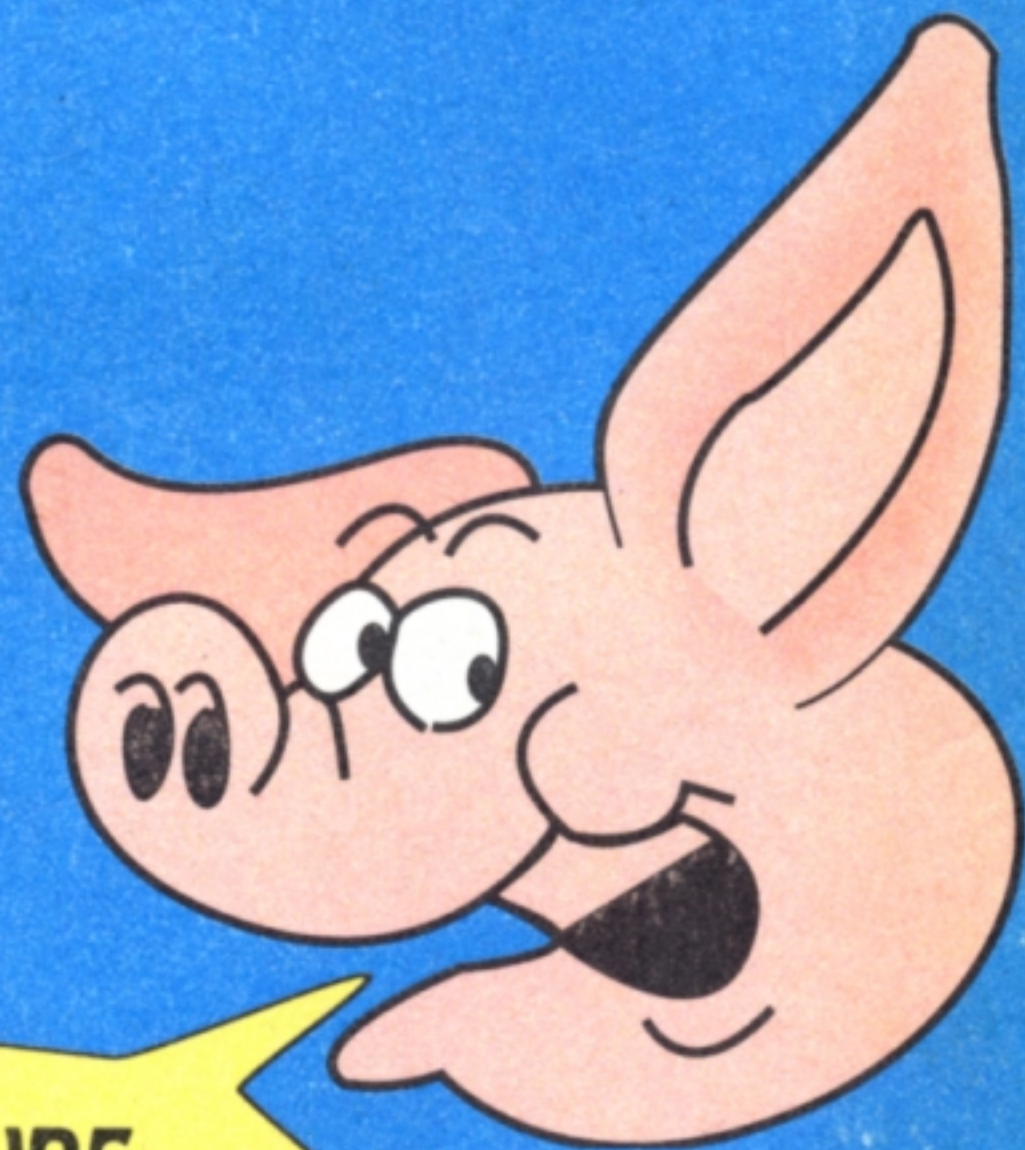
WITCHES' BREW!
Concoct a halloween
cocktail!



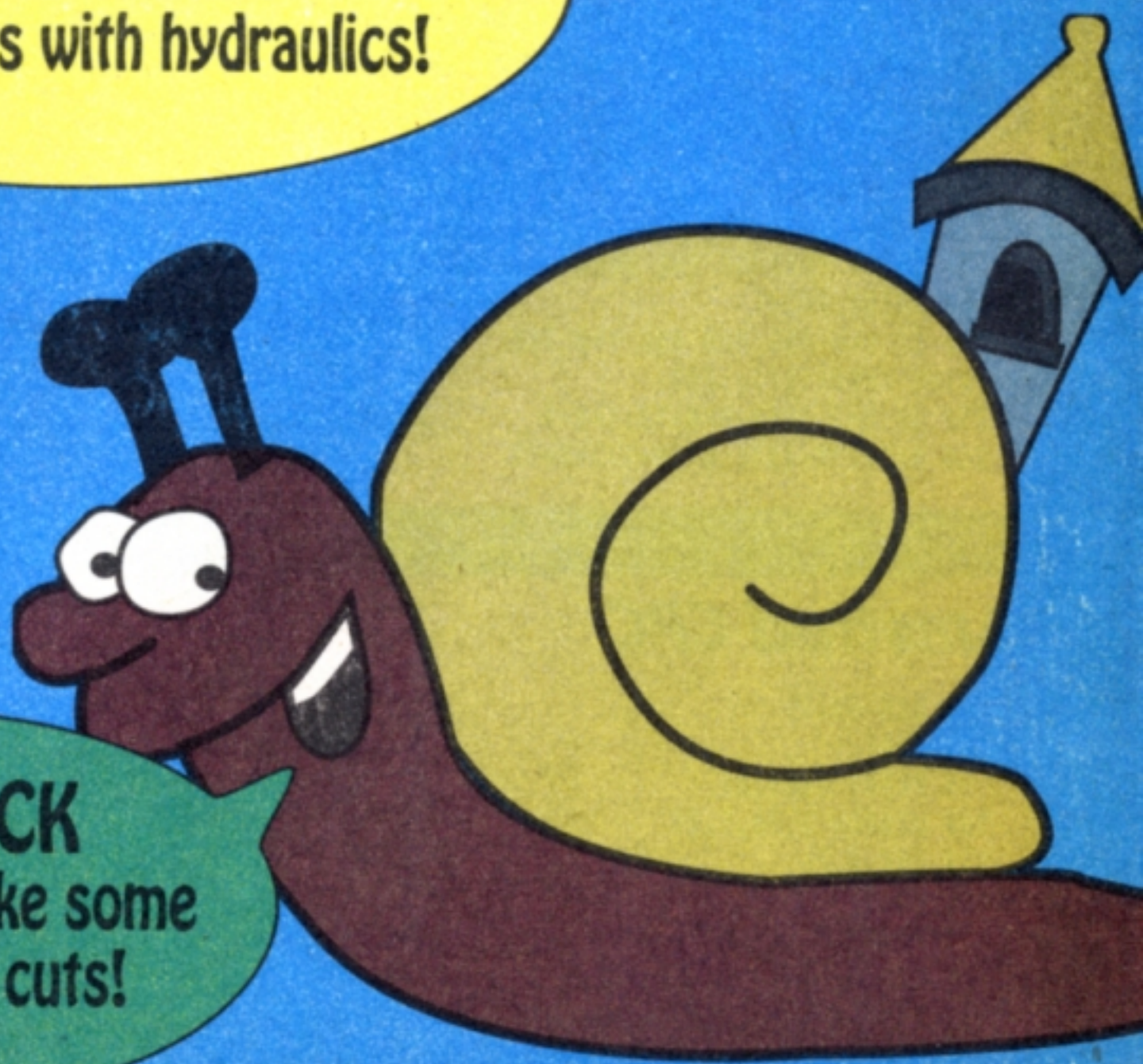
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